

private static void resetWorld()

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graph TD; A([private static void resetWorld()]) --> B[call generateEmptyWorld function]; B --> C[playerX = worldWidth / 2;]; C --> D[playerY = worldWidth / 2;];
```

The flowchart illustrates the logic of the `resetWorld()` function. It begins with the function signature in an oval, followed by a call to `generateEmptyWorld` in a rectangle. This is followed by two sequential assignment statements in rectangles: `playerX = worldWidth / 2;` and `playerY = worldWidth / 2;`. Arrows indicate the flow from top to bottom.

call generateEmptyWorld function

playerX = worldWidth / 2;

playerY = worldWidth / 2;