

game.FormGame.FormGame



```
graph LR; A[game.FormGame.FormGame] --> B[game.Player.Building.SetPlayerObj]
```

The diagram illustrates a function call. On the left, a white rectangular box with a black border contains the text 'game.FormGame.FormGame'. A dark blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text 'game.Player.Building.SetPlayerObj'.

game.Player.Building.Set
PlayerObj