

Game::Start



```
graph RL; A[BOOST_PYTHON_MODULE] --> B[Game::Start];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'Game::Start'. The box on the right is white and contains the text 'BOOST_PYTHON_MODULE'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a call or relationship from the module to the function.

BOOST_PYTHON_MODULE