

GameRunner.StageEnd



```
graph LR; A[GameRunner.StageEnd] --> B[GameRunner.StageBegin];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'GameRunner.StageEnd'. The right box is gray with a black border and contains the text 'GameRunner.StageBegin'.

GameRunner.StageBegin