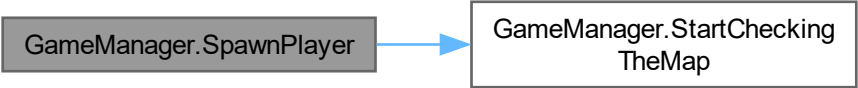


GameManager.SpawnPlayer



```
graph LR; A[GameManager.SpawnPlayer] --> B[GameManager.StartCheckingTheMap];
```

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The first box on the left is gray and contains the text 'GameManager.SpawnPlayer'. A 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 white with a black border and contains the text 'GameManager.StartCheckingTheMap' on two lines.

GameManager.StartChecking  
TheMap