

GameManager::closePopUp

```
graph LR; A[GameManager::closePopUp] --> B[PopUpInterfaz::isStopped]; A --> C[PopUpInterfaz::stop];
```

The diagram illustrates a call sequence. A gray rectangular box on the left contains the text 'GameManager::closePopUp'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'PopUpInterfaz::isStopped'. The bottom arrow points to another white rectangular box containing 'PopUpInterfaz::stop'.

PopUpInterfaz::isStopped

PopUpInterfaz::stop