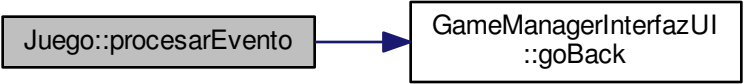


Juego::procesarEvento



```
graph LR; A[Juego::procesarEvento] --> B[GameManagerInterfazUI::goBack];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Juego::procesarEvento'. The right box is white and contains the text 'GameManagerInterfazUI' on the top line and '::goBack' on the bottom line. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameManagerInterfazUI  
::goBack