

State

```
graph BT; A[state_machine.StartGame] --> B[State]
```

A diagram showing a transition from a state to another state. At the bottom, a gray rectangular box contains the text "state_machine.StartGame". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box above it. The white box contains the text "State".

state_machine.StartGame