

Game::enterGameLoop



```
graph LR; A[Game::enterGameLoop] --> B[Game::arePlayersDead]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Game::enterGameLoop'. The right box is white and contains the text 'Game::arePlayersDead'. A blue arrow points from the right side of the gray box to the left side of the white box.

Game::arePlayersDead