

Player::isPlaying



```
graph LR; A[Player::isPlaying] --> B[Player::isEliminated];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'Player::isPlaying'. The right box is gray with a black border and contains the text 'Player::isEliminated'. A dark blue arrow points from the right side of the first box to the left side of the second box.

Player::isEliminated