

BWAPI::Game::isBuildable



```
graph LR; A[BuildManager::BuildManager] --> B[BWAPI::Game::isBuildable];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'BWAPI::Game::isBuildable'. The box on the right is white and contains the text 'BuildManager::BuildManager'. A dark blue arrow points from the right box to the left box, indicating a dependency or relationship.

BuildManager::BuildManager