

messages::FrameMessage::gameover



```
graph LR; A[ClientModule::onFrame] --> B[messages::FrameMessage::gameover];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'messages::FrameMessage::gameover'. The box on the right is white and contains the text 'ClientModule::onFrame'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a call or message passing from the right to the left.

ClientModule::onFrame