

ExampleTournamentAI::onPlayerLeft

```
graph LR; A[ExampleTournamentAI::onPlayerLeft] --> B[BWAPI::Game::printf]; A --> C[BWAPI::Player::getName];
```

The diagram illustrates a function call from `ExampleTournamentAI::onPlayerLeft` to two different functions in the BWAPI library. The source function is highlighted in a grey box, while the target functions are in white boxes. Two blue arrows originate from the right side of the source box and point to the left side of each target box.

BWAPI::Game::printf

BWAPI::Player::getName