

game_get_space_id_from
_index

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graph LR; A[game_get_space_id_from_index] --> B[game_get_num_spaces]; A --> C[space_get_id];
```

The diagram illustrates a function call sequence. A central gray box labeled 'game_get_space_id_from_index' has two blue arrows pointing to the right. The top arrow points to a white box labeled 'game_get_num_spaces', and the bottom arrow points to a white box labeled 'space_get_id'.

game_get_num_spaces

space_get_id