

game\_get\_space\_id\_from  
\_index

```
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 gray box on the left contains the text 'game\_get\_space\_id\_from\_index'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'game\_get\_num\_spaces'. The bottom arrow points to a white box containing 'space\_get\_id'.

game\_get\_num\_spaces

space\_get\_id