

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 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