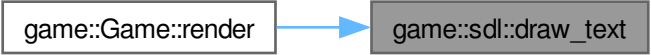


game::Game::render



```
graph LR; A[game::Game::render] --> B[game::sdl::draw_text]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'game::Game::render'. The right box is gray with a black border and contains the text 'game::sdl::draw_text'.

game::sdl::draw_text