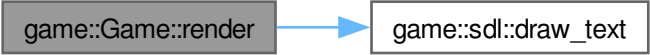


game::Game::render



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text 'game::Game::render'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'game::sdl::draw_text'. Both boxes have a thin black border.

game::sdl::draw_text