

PirateGame::Menu::draw

PirateGame::InGameHUD
::draw

PirateGame::Menu::interact
WithMenuItems

```
graph LR; A[PirateGame::Menu::draw] --> C[PirateGame::Menu::interact<br/>WithMenuItems]; B[PirateGame::InGameHUD<br/>::draw] --> C;
```

The diagram illustrates a flow or dependency. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'PirateGame::Menu::draw'. The bottom box contains the text 'PirateGame::InGameHUD' followed by '::draw' on a new line. Two blue arrows originate from the right side of these boxes. The arrow from the top box points to the top of a gray rectangular box on the right. The arrow from the bottom box points to the middle of the same gray box. The gray box contains the text 'PirateGame::Menu::interact' followed by 'WithMenuItems' on a new line.