

al.tonikolaba.gamestate.
PauseState.draw

```
graph LR; A[al.tonikolaba.gamestate.  
PauseState.draw] --> B[al.tonikolaba.entity.Player.get  
Lives]; A --> C[al.tonikolaba.entity.Player.get  
Score];
```

The diagram illustrates a call from the `PauseState.draw` method to two methods on the `Player` entity. The source box is shaded gray, while the target boxes are white. Two blue arrows originate from the right side of the source box and point to the left side of each target box.

al.tonikolaba.entity.Player.get
Lives

al.tonikolaba.entity.Player.get
Score