

fn_ELABORATE_RESULT

fn_INCREMENT_TENT

checkIfGameOver

```
graph LR; A[fn_ELABORATE_RESULT] --> C[checkIfGameOver]; B[fn_INCREMENT_TENT] --> C;
```

The diagram illustrates a control flow where two separate functions, `fn_ELABORATE_RESULT` and `fn_INCREMENT_TENT`, both lead to a common execution point, `checkIfGameOver`. The source functions are represented by white boxes with black borders, while the target function is in a gray box. Blue arrows indicate the direction of the flow from the sources to the target.