

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 functions, `fn_ELABORATE_RESULT` and `fn_INCREMENT_TENT`, both lead to a `checkIfGameOver` function. The first two functions are represented by white boxes with black borders, while the `checkIfGameOver` function is represented by a gray box with a black border. Blue arrows indicate the flow from the first two functions to the third.