

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 or dependency structure. On the left, two rectangular boxes are stacked vertically. The top box contains the text 'fn_ELABORATE_RESULT' and the bottom box contains 'fn_INCREMENT_TENT'. Both boxes have a thin black border. On the right, there is a single rectangular box with a gray fill and a thin black border, containing the text 'checkIfGameOver'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box. The arrow from the top box is slightly higher than the arrow from the bottom box, but both converge on the same target box.