

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 in a gray box. Blue arrows indicate the direction of the flow from the left boxes to the right box.