

GameScreen::draw



```
graph LR; A[GameScreen::draw] --> B[Withdraw::getTextureProperty Player1];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'GameScreen::draw'. The right box is gray with a black border and contains the text 'Withdraw::getTextureProperty' on the top line and 'Player1' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

Withdraw::getTextureProperty
Player1