

GameScreen::draw



```
graph LR; A[GameScreen::draw] --> B[MonopolyGameEngine::getAllPropertyDataSprite]
```

A diagram showing a call from GameScreen::draw to MonopolyGameEngine::getAllPropertyDataSprite. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

MonopolyGameEngine
::getAllPropertyDataSprite