

GameScreen::draw



```
graph LR; A[GameScreen::draw] --> B[Withdraw::getTextureProperty Player2]
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A diagram showing a call from GameScreen::draw to Withdraw::getTextureProperty Player2. A white box on the left contains the text 'GameScreen::draw'. A blue arrow points from this box to a gray box on the right. The gray box contains the text 'Withdraw::getTextureProperty' on the top line and 'Player2' on the bottom line.

Withdraw::getTextureProperty
Player2