

GameState::displayScore

```
graph LR; A[GameState::displayScore] --> B[Player::getScore]; A --> C[Texture::pushSpriteToScreen];
```

The diagram illustrates a function call sequence. A central box labeled 'GameState::displayScore' has two outgoing arrows. The top arrow points to a box labeled 'Player::getScore', and the bottom arrow points to a box labeled 'Texture::pushSpriteToScreen'.

Player::getScore

Texture::pushSpriteToScreen