

game\_leaderboard



```
graph LR; A[game_leaderboard] --> B[compareScore]
```

A diagram showing a call from the `game_leaderboard` module to the `compareScore` function. The `game_leaderboard` module is represented by a gray rectangular box on the left, and the `compareScore` function is represented by a white rectangular box on the right. A dark blue arrow points from the right side of the `game_leaderboard` box to the left side of the `compareScore` box, indicating the direction of the call.

compareScore