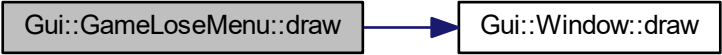


Gui::GameLoseMenu::draw



```
graph LR; A[Gui::GameLoseMenu::draw] --> B[Gui::Window::draw]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Gui::GameLoseMenu::draw'. The right box is white with a black border and contains the text 'Gui::Window::draw'. A dark blue arrow points from the right side of the left box to the left side of the right box.

Gui::Window::draw