

drawMyTurn



```
graph LR; A[drawMyTurn] --> B[draw_sprite]; B --> C[vg_draw_pixel];
```

A flowchart illustrating a sequence of three functions. The first function, 'drawMyTurn', is highlighted with a gray background. A blue arrow points from 'drawMyTurn' to the second function, 'draw_sprite'. Another blue arrow points from 'draw_sprite' to the third function, 'vg_draw_pixel'.

draw_sprite

vg_draw_pixel