

drawNamePlayer1

```
graph LR; A[drawNamePlayer1] --> B[draw_sprite]; B --> C[vg_draw_pixel];
```

A flowchart illustrating a sequence of three function calls. The first box, 'drawNamePlayer1', is shaded gray and has a blue arrow pointing to the second box, 'draw_sprite'. The second box is white and has a blue arrow pointing to the third box, 'vg_draw_pixel'. All boxes have a dark gray border.

draw_sprite

vg_draw_pixel