


drawEndGame



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

A flowchart illustrating a sequence of three functions. The first function, 'drawEndGame', is highlighted with a gray background. A blue arrow points from it 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