

destruire\_joueur

generation\_inventaire

destruire\_inventaire

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graph LR; A[destruire_joueur] --> C[destruire_inventaire]; B[generation_inventaire] --> C;
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The diagram illustrates a flow or dependency where two separate components, 'destruire\_joueur' and 'generation\_inventaire', both point to a single target component, 'destruire\_inventaire'. The boxes for 'destruire\_joueur' and 'generation\_inventaire' are white with red borders, while the box for 'destruire\_inventaire' is gray with a black border. Blue arrows indicate the direction of the flow from left to right.