

Game::keyLeft

Game::keySpace

Joueur::getOrientationLeft

```
graph LR; A[Game::keyLeft] --> C[Joueur::getOrientationLeft]; B[Game::keySpace] --> C;
```

The diagram illustrates a mapping from two Game state variables to a single Player method. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Game::keyLeft' and the bottom box contains 'Game::keySpace'. Blue arrows originate from the right side of each of these boxes and point towards a single, wider gray rectangular box with a black border on the right. This gray box contains the text 'Joueur::getOrientationLeft'.