

initializeBulletSprites

```
graph LR; A[initializeBulletSprites] --> B[create_rotation_abled_sprite]; B --> C[rotate_image];
```

A flowchart illustrating a sequence of three operations. The first operation, 'initializeBulletSprites', is contained within a gray rectangular box. A blue arrow points from this box to a second, white rectangular box containing the text 'create\_rotation\_abled\_sprite'. Another blue arrow points from the second box to a third, white rectangular box containing the text 'rotate\_image'. All boxes have a thin black border.

create\_rotation\_abled  
\_sprite

rotate\_image