

destroyArenas



```
graph LR; A[destroyArenas] --> B[destroy_sprite]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'destroyArenas'. The right box is white with a black border and contains the text 'destroy_sprite'. The arrow points from the right side of the first box to the left side of the second box.

destroy_sprite