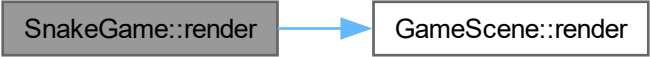


SnakeGame::render



```
graph LR; A[SnakeGame::render] --> B[GameScene::render]
```

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 'SnakeGame::render'. The right box is white with a thin gray border and contains the text 'GameScene::render'. The blue arrow points from the right side of the first box to the left side of the second box, indicating a directional relationship or call.

GameScene::render