

SnakeGame::render



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

A diagram illustrating a function call. On the left, a white rectangular box with a dark gray border contains the text "SnakeGame::render". A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a dark gray border and contains the text "GameScene::render".

GameScene::render