


Game::createPowerups



```
graph LR; A[Game::createPowerups] --> B[Powerups::addToVector]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'Game::createPowerups'. The right box is white with a black border and contains the text 'Powerups::addToVector'.

Powerups::addToVector