

Game::createSpawnerVector



```
graph LR; A[Game::createSpawnerVector] --> B[Game::createIndividualSpawner]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box has a gray fill and a dark gray border, containing the text 'Game::createSpawnerVector'. The right box has a white fill and a dark gray border, containing the text 'Game::createIndividualSpawner'.

Game::createIndividualSpawner