

Game::createWallVector



```
graph LR; A[Game::createWallVector] --> B[Game::createIndividualWall]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'Game::createWallVector'. The right box is white with a black border and contains the text 'Game::createIndividualWall'. A blue arrow points from the right side of the gray box to the left side of the white box.

Game::createIndividualWall