

GameObject::draw



```
graph LR; A[GameObject::draw] --> B[sf::RenderTarget::draw]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'GameObject::draw'. The right box is white with a black border and contains the text 'sf::RenderTarget::draw'. A dark blue arrow points from the right side of the left box to the left side of the right box.

sf::RenderTarget::draw