

environnement_joueur



```
graph LR; A[environnement_joueur] --> B[gain_xp];
```

A diagram illustrating a flow or relationship. On the left, a white rectangular box with a red border contains the text 'environnement_joueur'. A dark blue arrow points from the right side of this box to a gray rectangular box with a black border on the right, which contains the text 'gain_xp'.

gain_xp