

charger\_sauvegarde  
\_joueur

transition

destruire\_map

```
graph LR; A[charger_sauvegarde_joueur] --> C[destruire_map]; B[transition] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two boxes: the top one contains the text 'charger\_sauvegarde' followed by '\_joueur' on a new line, and the bottom one contains the text 'transition'. Both of these boxes have a red border. On the right, there is a single box containing the text 'destruire\_map', which has a black border and a light gray fill. Two blue arrows point from the right side of the left boxes to the left side of the right box. One arrow originates from the bottom of the 'charger\_sauvegarde\_joueur' box, and the other originates from the right side of the 'transition' box.