

agro_witcher

rush_joueur

orienter_monstre_vers
_joueur

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graph LR; agro_witcher --> orienter_monstre_vers_joueur; rush_joueur --> orienter_monstre_vers_joueur;
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The diagram illustrates a flow where two separate inputs, 'agro_witcher' and 'rush_joueur', both point to a single output box labeled 'orienter_monstre_vers_joueur'. The input boxes are white with red borders, while the output box is gray with a black border. Blue arrows indicate the direction of the flow from left to right.