

détruire_joueur

generation_inventaire

détruire_inventaire

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graph LR; A[détruire_joueur] --> C[détruire_inventaire]; B[generation_inventaire] --> C;
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The diagram illustrates a dependency structure where two functions, 'détruire_joueur' and 'generation_inventaire', both depend on a third function, 'détruire_inventaire'. The first two functions are enclosed in red rectangular boxes, while the target function is in a gray rectangular box. Blue arrows point from each of the first two boxes to the gray box, indicating that both 'détruire_joueur' and 'generation_inventaire' require 'détruire_inventaire' to be executed.