

action\_sort

environnement\_joueurs

destruire\_collision  
\_dans\_liste

```
graph LR; A[action_sort] --> C[destruire_collision_dans_liste]; B[environnement_joueurs] --> C;
```

The diagram illustrates a function call. Two input boxes, 'action\_sort' and 'environnement\_joueurs', are shown on the left. Arrows from these boxes point to a larger box on the right labeled 'destruire\_collision\_dans\_liste', which represents the function being called.