

créer\_joueur



```
graph LR; A[créer_joueur] --> B[init_textures_joueur]
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A flow diagram consisting of two rectangular boxes connected by a horizontal arrow. The left box is white with a red border and contains the text 'créer\_joueur'. The right box is gray with a black border and contains the text 'init\_textures\_joueur'. A dark blue arrow points from the right side of the first box to the left side of the second box.

init\_textures\_joueur