

créer_joueur



```
graph LR; A[créer_joueur] --> B[init_textures_joueur]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The first box on the left is white with a red border and contains the text 'créer_joueur'. A dark blue arrow points from the right side of this box to the left side of the second box. The second box on the right is light gray with a black border and contains the text 'init_textures_joueur'.

init_textures_joueur