

destruire_joueur

generation_inventaire

destruire_inventaire

```
graph LR; A[destruire_joueur] --> C[destruire_inventaire]; B[generation_inventaire] --> C;
```

The diagram illustrates a flow or dependency where two separate components, 'destruire_joueur' and 'generation_inventaire', both point to a single target component, 'destruire_inventaire'. The first two components are highlighted with red borders, while the target component has a grey fill and a black border. Blue arrows indicate the direction of the flow from left to right.