

charger_sauvegarde
_joueur

transition

détruire_map

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graph LR; A[charger_sauvegarde_joueur] --> C[détruire_map]; B[transition] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes: the top one contains the text 'charger_sauvegarde' followed by '_joueur' on a new line, and the bottom one contains the text 'transition'. Both of these boxes have a red border. On the right, there is a single box containing the text 'détruire_map', which has a black border and a light gray fill. Two blue arrows point from the right side of the left boxes to the left side of the right box. The arrow from the top box points to the upper part of the right box, and the arrow from the bottom box points to the lower part of the right box.