

créer_joueur



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box, labeled 'créer_joueur', has a red border and a white background. The right box, labeled 'init_textures_joueur', has a black border and a light gray background. A dark blue arrow points from the right side of the first box to the left side of the second box.

init_textures_joueur