

game_init

ser_init

ser_enable_interrupts

```
graph LR; A[game_init] --> B[ser_init]; B --> C[ser_enable_interrupts];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'game_init', followed by an arrow pointing to a box labeled 'ser_init', and finally an arrow pointing to a box labeled 'ser_enable_interrupts'. The 'ser_enable_interrupts' box is shaded gray, while the others are white.