

com.atoledano.producegame.
ProduceGame.create

com.atoledano.producegame.screens.
GameScreen.render

com.atoledano.producegame.screens.
LoadingScreen.render

com.atoledano.producegame.
ProduceGame.setScreen

```
graph LR; A[com.atoledano.producegame.  
ProduceGame.create] --> D[com.atoledano.producegame.  
ProduceGame.setScreen]; B[com.atoledano.producegame.screens.  
GameScreen.render] --> D; C[com.atoledano.producegame.screens.  
LoadingScreen.render] --> D;
```

The diagram illustrates a dependency or call relationship. Three source methods on the left are connected by blue arrows to a single target method on the right. The target method is highlighted with a gray background. The source methods are: `com.atoledano.producegame.ProduceGame.create`, `com.atoledano.producegame.screens.GameScreen.render`, and `com.atoledano.producegame.screens.LoadingScreen.render`. The target method is `com.atoledano.producegame.ProduceGame.setScreen`.