


draw\_arena\_multiplayer



```
graph LR; A[draw_arena_multiplayer] --> B[draw_xpm]; B --> C[draw_pixel];
```

A flowchart illustrating a sequence of three drawing functions. The first function, 'draw\_arena\_multiplayer', is highlighted with a gray background. A blue arrow points from it to the second function, 'draw\_xpm', which has a white background. Another blue arrow points from 'draw\_xpm' to the third function, 'draw\_pixel', also with a white background. All three functions are enclosed in rectangular boxes with black borders.

draw\_xpm

draw\_pixel