


draw\_game\_over\_menu



```
graph LR; A[draw_game_over_menu] --> B[draw_sprite]; B --> C[vg_draw_pixel];
```

A flowchart illustrating a sequence of three functions. The first function, 'draw\_game\_over\_menu', is highlighted with a gray background. A blue arrow points from it to the second function, 'draw\_sprite'. Another blue arrow points from 'draw\_sprite' to the third function, 'vg\_draw\_pixel'.

draw\_sprite

vg\_draw\_pixel