

```
scenes::gameplayScene  
::GameplayScene::drawBackdrop
```

```
graph LR; A[scenes::gameplayScene  
::GameplayScene::drawBackdrop] --> B[ui::widgets::makeColor]; B --> B;
```

The diagram illustrates a sequence of function calls. A grey box on the left contains the code `scenes::gameplayScene::GameplayScene::drawBackdrop`. A straight blue arrow points from this box to a white box on the right containing `ui::widgets::makeColor`. A curved blue arrow originates from the top of the white box and points back to its top, indicating a recursive or self-call within the `makeColor` function.

```
ui::widgets::makeColor
```