

scenes::gameplayScene
::GameplayScene::drawPlayer

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

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'scenes::gameplayScene' followed by '::GameplayScene::drawPlayer' on the next line. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'ui::widgets::makeColor'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a self-call or loop.

ui::widgets::makeColor