

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

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

The diagram illustrates a function call relationship. A grey rectangular box on the left contains the code 'scenes::gameplayScene ::GameplayScene::drawBackdrop'. A blue arrow points from this box to a second grey rectangular box on the right, which contains the code 'ui::widgets::makeColor'. Above the second box, a blue curved arrow loops back from the right side to the left side, indicating a return value.