

MelloMario.Factories.Sprite  
Factory.CreateSuperMushroomSprite



```
graph LR; A[MelloMario.Factories.Sprite  
Factory.CreateSuperMushroomSprite] --> B[MelloMario.Factories.Sprite  
Factory.GetTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MelloMario.Factories.Sprite' on the first line and 'Factory.CreateSuperMushroomSprite' on the second line. The right box is white and contains the text 'MelloMario.Factories.Sprite' on the first line and 'Factory.GetTexture' on the second line. A blue arrow points from the right side of the left box to the left side of the right box.

MelloMario.Factories.Sprite  
Factory.GetTexture