

MelloMario.Factories.Sprite  
Factory.CreateOneUpMushroomSprite



```
graph LR; A[MelloMario.Factories.Sprite  
Factory.CreateOneUpMushroomSprite] --> 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.CreateOneUpMushroomSprite' on the second line. The right box is white with a black border and contains the text 'MelloMario.Factories.Sprite' on the first line and 'Factory.GetTexture' on the second line. A dark blue arrow points from the right side of the left box to the left side of the right box.

MelloMario.Factories.Sprite  
Factory.GetTexture