

mastering\_the\_dungeon.tasks.graph  
\_world2.graph.Graph.add\_node

```
graph LR; A["mastering_the_dungeon.tasks.graph_world2.graph.Graph.add_node"] --> B["mastering_the_dungeon.tasks.graph_world2.graph.Graph.set_prop"]; A --> C["light_chats.graph.Graph.set_prop"]
```

The diagram illustrates a function call branching into two targets. A central box on the left, with a gray background, contains the text 'mastering\_the\_dungeon.tasks.graph\_world2.graph.Graph.add\_node'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'mastering\_the\_dungeon.tasks.graph\_world2.graph.Graph.set\_prop'. The bottom arrow points to another white box containing 'light\_chats.graph.Graph.set\_prop'.

mastering\_the\_dungeon.tasks.graph  
\_world2.graph.Graph.set\_prop

light\_chats.graph.Graph.set\_prop