

Player::getNCorazones

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graph RL; A[Juego::playerMuerto] --> C[Player::getNCorazones]; B[Player::getBombasDisponibles] --> C;
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A UML diagram with three rectangular nodes. The node on the left is shaded gray and contains the text 'Player::getNCorazones'. To its right, there are two white nodes. The top white node contains 'Juego::playerMuerto' and the bottom white node contains 'Player::getBombasDisponibles'. Two blue arrows point from the right side of the top white node to the right side of the gray node. Another two blue arrows point from the right side of the bottom white node to the right side of the gray node.

Juego::playerMuerto

Player::getBombasDisponibles