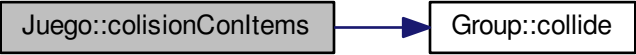


Juego::colisionConItems



```
graph LR; A[Juego::colisionConItems] --> B[Group::collide]
```

A diagram showing a call from the function `Juego::colisionConItems` to the function `Group::collide`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Group::collide