

draw\_game\_over\_buttons

```
graph LR; A[draw_game_over_buttons] --> B[draw_sprite]; B --> C[draw_xpm];
```

A flowchart illustrating a sequence of three drawing functions. The first function, 'draw\_game\_over\_buttons', is highlighted with a gray background. It is followed by 'draw\_sprite' and 'draw\_xpm', which have white backgrounds. Blue arrows indicate the flow from left to right between each function.

draw\_sprite

draw\_xpm