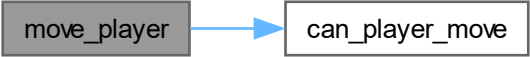


move_player



```
graph LR; A[move_player] --> B[can_player_move]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is dark gray with a thin black border and contains the text 'move_player'. The right box is white with a thin black border and contains the text 'can_player_move'. The arrow points from the right side of the first box to the left side of the second box.

can_player_move