


draw_game_over_menu



```
graph LR; A[draw_game_over_menu] --> B[video_draw_xpm]; B --> C[video_draw_pixel];
```

A horizontal flowchart with three rectangular boxes. The first box on the left is dark gray and contains the text 'draw_game_over_menu'. A blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'video_draw_xpm'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is white with a black border and contains the text 'video_draw_pixel'.

video_draw_xpm

video_draw_pixel