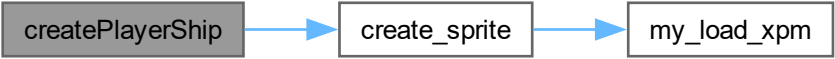


createPlayerShip



```
graph LR; A[createPlayerShip] --> B[create_sprite]; B --> C[my_load_xpm];
```

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'createPlayerShip'. 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 'create_sprite'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is also white with a black border and contains the text 'my_load_xpm'.

create_sprite

my_load_xpm