

proj_main_loop

```
graph LR; A[proj_main_loop] --> B[initialize_sprites]; B --> C[createPlayerShip];
```

A flowchart illustrating a sequence of three functions. The first function, 'proj_main_loop', is shown in a white box with a black border. A blue arrow points from its right side to the second function, 'initialize_sprites', which is also in a white box with a black border. Another blue arrow points from the right side of 'initialize_sprites' to the third function, 'createPlayerShip', which is in a gray box with a black border. The boxes are arranged horizontally from left to right.

initialize_sprites

createPlayerShip