


drawEnemyExplosion



```
graph LR; A[drawEnemyExplosion] --> B[draw_sprite]; B --> C[fill_pixel];
```

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is filled with a dark gray color and contains the text 'drawEnemyExplosion'. 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 'draw_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 'fill_pixel'.

draw_sprite

fill_pixel