

GameStateGameOver::  
getGameOverScreenSprite

GameStateGameOver::draw



```
graph LR; A[GameStateGameOver::draw] --> B[GameStateGameOver::getGameOverScreenSprite];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'GameStateGameOver::getGameOverScreenSprite'. The box on the right is white with a black border and contains the text 'GameStateGameOver::draw'. A dark blue arrow points from the right box to the left box, indicating a call or dependency.