

GameStateGameOver::
getGameOverScreenSprite

```
graph LR; A["GameStateGameOver::  
getGameOverScreenSprite"] --> B["TextureManager::getInstance"]; A --> C["TextureManager::loadTexture"];
```

The diagram illustrates a method call sequence. A gray box on the left contains the text 'GameStateGameOver::getGameOverScreenSprite'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'TextureManager::getInstance'. The bottom arrow points to a white box containing 'TextureManager::loadTexture'.

TextureManager::getInstance

TextureManager::loadTexture