

proj\_main\_loop



```
graph LR; A[proj_main_loop] --> B[minigameMenuController._getButtonEvent]
```

A diagram illustrating a function call. On the left, a white rectangular box with a black border contains the text 'proj\_main\_loop'. A blue arrow points from the right side of this box to a larger gray rectangular box on the right. This gray box contains the text 'minigameMenuController' on the top line and '\_getButtonEvent' on the bottom line.

minigameMenuController  
\_getButtonEvent