

reset_ticTacToe

```
graph LR; A[reset_ticTacToe] --> B[new_item]; B --> C[guiDrawer_get_item_sprite];
```

A flowchart illustrating a sequence of three function calls. The first box, labeled 'reset_ticTacToe', is shaded gray. A blue arrow points from this box to a second, white box labeled 'new_item'. Another blue arrow points from the 'new_item' box to a third, white box labeled 'guiDrawer_get_item_sprite'.

new_item

guiDrawer_get_item
_sprite