

GameOverWindow.UpdateJudge

NoTimeWindow.UpdateJudge

CharacterCore.EnemyResetPos

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graph LR; A[GameOverWindow.UpdateJudge] --> C[CharacterCore.EnemyResetPos]; B[NoTimeWindow.UpdateJudge] --> C;
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The diagram illustrates a dependency or data flow. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'GameOverWindow.UpdateJudge' and the bottom box contains 'NoTimeWindow.UpdateJudge'. On the right, there is a single gray rectangular box with a black border containing the text 'CharacterCore.EnemyResetPos'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both 'GameOverWindow.UpdateJudge' and 'NoTimeWindow.UpdateJudge' interact with or update 'CharacterCore.EnemyResetPos'.