

EnemyBarsManager.Start

EnemyBarsManager.Update

EnemyBarsManager.UpdateTargetUI

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graph LR; A[EnemyBarsManager.Start] --> C[EnemyBarsManager.UpdateTargetUI]; B[EnemyBarsManager.Update] --> C;
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The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'EnemyBarsManager.Start' and the bottom box contains 'EnemyBarsManager.Update'. On the right, a single gray rectangular box contains the text 'EnemyBarsManager.UpdateTargetUI'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Start' and 'Update' methods interact with or call 'UpdateTargetUI'.