

Shop.SelectCannon

Shop.SelectMortar

Build.ChooseTowerToBuild

```
graph LR; A[Shop.SelectCannon] --> C[Build.ChooseTowerToBuild]; B[Shop.SelectMortar] --> C;
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The diagram illustrates a flow where two different selection actions from a 'Shop' object lead to a single 'Build' action. Two white rectangular boxes on the left, labeled 'Shop.SelectCannon' and 'Shop.SelectMortar', have blue arrows pointing to a single gray rectangular box on the right labeled 'Build.ChooseTowerToBuild'.