

entity.Character.update

game.Window.Window

game.World.getWorld

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graph LR; A[entity.Character.update] --> C[game.World.getWorld]; B[game.Window.Window] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'entity.Character.update' and the bottom box contains 'game.Window.Window'. Both boxes have a black border and a white background. On the right, there is a single box containing the text 'game.World.getWorld'. This box has a black border and a light gray background. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box. The top arrow starts from the right side of the 'entity.Character.update' box and points to the top-left corner of the 'game.World.getWorld' box. The bottom arrow starts from the right side of the 'game.Window.Window' box and points to the bottom-left corner of the 'game.World.getWorld' box.