```
RhythmSystemEntities.System.          RhythmSystemEntities.System.          RhythmSystemEntities.System.          RhythmSystemEntities.System.
Player.PlayerController.Start   →   Player.PlayerController.LaneInput   →   Player.PlayerController.LaneInput   →   Judge.InputJudgeSystemPresenter.
                                           Subscribe                                                                        LaneInput
```