

GameAssetFactory::GetGame  
Object

GameAssetFactory::GetGame  
ObjectSave

GameObject::SetCollisionTag

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graph LR; A[GameAssetFactory::GetGame Object] --> C[GameObject::SetCollisionTag]; B[GameAssetFactory::GetGame ObjectSave] --> C;
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The diagram illustrates a control flow or dependency. On the left, there are two white rectangular boxes. The top box contains the text 'GameAssetFactory::GetGame Object' and the bottom box contains 'GameAssetFactory::GetGame ObjectSave'. On the right, there is a gray rectangular box containing the text 'GameObject::SetCollisionTag'. 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 'GetGame Object' and 'GetGame ObjectSave' methods from 'GameAssetFactory' lead to the 'SetCollisionTag' method in 'GameObject'.