

GameAssetFactory::GetGame
Object

GameAssetFactory::GetGame
ObjectSave

BoundingBox::GenerateBoundingBox

```
graph LR; A[GameAssetFactory::GetGame Object] --> C[BoundingBox::GenerateBoundingBox]; B[GameAssetFactory::GetGame ObjectSave] --> C;
```

The diagram illustrates two separate calls to the `BoundingBox::GenerateBoundingBox` method. On the left, two white rectangular boxes represent the calling methods: `GameAssetFactory::GetGame Object` (top) and `GameAssetFactory::GetGame ObjectSave` (bottom). On the right, a gray rectangular box represents the target method: `BoundingBox::GenerateBoundingBox`. Two blue arrows originate from the right side of the white boxes and point towards the left side of the gray box, indicating the direction of the calls.