


isEnemySpawn



```
graph LR; A[isEnemySpawn] --> B[getWaveManager]
```

A diagram showing a dependency. On the left, a gray rectangular box with a black border contains the text 'isEnemySpawn'. A blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text 'getWaveManager'.

getWaveManager