

PirateGame::StartMenu
::addInteractablesToMenu

OptionsMenu::drawMenu

GameStateManager::change
GameState

```
graph LR; A["PirateGame::StartMenu  
::addInteractablesToMenu"] --> C["GameStateManager::change  
GameState"]; B["OptionsMenu::drawMenu"] --> C;
```

The diagram illustrates a control flow where two methods from different classes (PirateGame and OptionsMenu) trigger a state change in the GameStateManager. Two light blue arrows point from the two source method boxes on the left to the target method box on the right.