

al.tonikolaba.gamestate.
GameState.update

al.tonikolaba.gamestate.
Level4State.update

al.tonikolaba.entity.Player.update

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graph LR; A[al.tonikolaba.gamestate.GameState.update] --> C[al.tonikolaba.entity.Player.update]; B[al.tonikolaba.gamestate.Level4State.update] --> C;
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The diagram illustrates a dependency or call relationship. Two source methods, 'al.tonikolaba.gamestate.GameState.update' and 'al.tonikolaba.gamestate.Level4State.update', are shown in white boxes on the left. Two blue arrows point from these boxes to a single target method, 'al.tonikolaba.entity.Player.update', which is shown in a gray box on the right.