

GetTime



```
graph LR; A[GetTime] --> B[Game::GetInstance]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'GetTime'. The right box is white with a black border and contains the text 'Game::GetInstance'. A blue arrow points from the right side of the gray box to the left side of the white box.

Game::GetInstance