

AnimationComboEvent.Begin
Combo

AnimationComboEvent.EndCombo

GameEvent.Raise

```
graph LR; A[AnimationComboEvent.Begin Combo] --> C[GameEvent.Raise]; B[AnimationComboEvent.EndCombo] --> C;
```

The diagram illustrates a relationship between three methods. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'AnimationComboEvent.Begin Combo' and the bottom box contains 'AnimationComboEvent.EndCombo'. On the right, there is a gray rectangular box with a black border containing the text 'GameEvent.Raise'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Begin Combo' and 'EndCombo' events trigger the 'GameEvent.Raise' method.