

GamePaused.OnPopped

GamePaused.OnPushed

GameMaster.SetGameTimeScale

```
graph LR; A[GamePaused.OnPopped] --> C[GameMaster.SetGameTimeScale]; B[GamePaused.OnPushed] --> C;
```

The diagram illustrates a control flow where two events, GamePaused.OnPopped and GamePaused.OnPushed, both trigger the GameMaster.SetGameTimeScale method. The source boxes are white with black borders, and the target box is gray with a black border. Blue arrows indicate the direction of the flow from left to right.