

EnemyCharacter.Awake

PlayerCharacter.Awake

IMovement.SetMovementData

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graph LR; A[EnemyCharacter.Awake] --> C[IMovement.SetMovementData]; B[PlayerCharacter.Awake] --> C;
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The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'EnemyCharacter.Awake' and the bottom box contains 'PlayerCharacter.Awake'. On the right, there is a single gray rectangular box with a black border containing the text 'IMovement.SetMovementData'. 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 'EnemyCharacter.Awake' and 'PlayerCharacter.Awake' interact with or call 'IMovement.SetMovementData'.