

ControlPointTrigger.OnTrigger
Enter2D

ControlPointTrigger.OnTrigger
Exit2D

GameEventManager.Control
PointTriggerEnter

```
graph LR; A[ControlPointTrigger.OnTriggerEnter2D] --> C[GameEventManager.ControlPointTriggerEnter]; B[ControlPointTrigger.OnTriggerExit2D] --> C;
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The diagram illustrates a system architecture where two distinct events from a 'ControlPointTrigger' are handled by a single 'GameEventManager'. The first event, 'ControlPointTrigger.OnTriggerEnter2D', and the second event, 'ControlPointTrigger.OnTriggerExit2D', are shown in white boxes on the left. Blue arrows point from each of these boxes to a single gray box on the right labeled 'GameEventManager.ControlPointTriggerEnter', indicating that both events are managed by this central component.