

proj_main_loop

Game

BombsSpriteControllers



```
graph LR; A[proj_main_loop] --> B[Game]; B --> C[BombsSpriteControllers];
```

The diagram illustrates a sequential flow between three components. It begins with a box labeled 'proj_main_loop', which points via a blue arrow to a box labeled 'Game'. This 'Game' box then points via another blue arrow to a final box labeled 'BombsSpriteControllers'. The final box is shaded gray, while the others are white.