

SelectionState::update



```
graph LR; A[SelectionState::update] --> B[GameStateManager::changeState];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'SelectionState::update'. The right box is white with a black border and contains the text 'GameStateManager::change' on the top line and 'State' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

GameStateManager::change
State