

setTowerHovered



```
graph LR; A[setTowerHovered] --> B[updateGameObjectSprite]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'setTowerHovered'. The right box is white with a thin black border and contains the text 'updateGameObjectSprite'. The blue arrow points from the right side of the first box to the left side of the second box, indicating a directional flow or call.

updateGameObjectSprite