

DamageDeltSystem::Calculate
MagicalDefence

DamageDeltSystem::Calculate
PhysicalDefence

StatSheetObject::ReturnStatMap

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graph LR; A[DamageDeltSystem::Calculate MagicalDefence] --> C[StatSheetObject::ReturnStatMap]; B[DamageDeltSystem::Calculate PhysicalDefence] --> C;
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The diagram illustrates a dependency or data flow. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'DamageDeltSystem::Calculate MagicalDefence' and the bottom box contains 'DamageDeltSystem::Calculate PhysicalDefence'. On the right, there is a single gray rectangular box with a black border containing the text 'StatSheetObject::ReturnStatMap'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both methods of the 'DamageDeltSystem' class interact with or depend on the 'ReturnStatMap' method of the 'StatSheetObject' class.