

SnakeGame::update



```
graph LR; A[SnakeGame::update] --> B[GameScene::update]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark gray border and contains the text 'SnakeGame::update'. The right box is gray with a dark gray border and contains the text 'GameScene::update'.

GameScene::update