

SnakeGame::update



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "SnakeGame::update". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text "GameScene::update". Both boxes have a thin black border.

GameScene::update