

gameDeveloperAscend



```
graph LR; A[gameDeveloperAscend] --> B[Titulo::getEmpresa]
```

A diagram showing a call from the method `gameDeveloperAscend` to the static method `Titulo::getEmpresa`. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Titulo::getEmpresa