

GameEntity::GetChildGame
EntityAtIndex

```
graph LR; A[GameEntity::GetChildGameEntityAtIndex] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box containing the text 'GameEntity::GetChildGameEntityAtIndex'. A straight blue arrow points from the right side of this box to a white rectangular box with a black border containing the text 'GameEntity::GetComponent'. Above the white box, a curved blue arrow starts from the top edge and points back to the same edge, indicating a self-loop or a recursive call.

GameEntity::GetComponent