

GameEntity::Update

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

The diagram consists of two rectangular boxes. The first box on the left is gray and contains the text 'GameEntity::Update'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is white with a black border and contains the text 'GameEntity::GetComponent'. A blue curved arrow starts from the top of the second box and points back to the top of the same box, indicating a self-loop.

GameEntity::GetComponent