

EnemyGameEntity::Render

EnemyGameEntity::Update

GameEntity::GetChildGame
EntityAtIndex

```
graph LR; A[EnemyGameEntity::Render] --> C[GameEntity::GetChildGameEntityAtIndex]; B[EnemyGameEntity::Update] --> C;
```

The diagram illustrates two function calls. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'EnemyGameEntity::Render' and the bottom box contains 'EnemyGameEntity::Update'. On the right, a gray rectangular box contains the text 'GameEntity::GetChildGameEntityAtIndex' split across two lines. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'Render' and 'Update' methods call 'GetChildGameEntityAtIndex'.