

Projectile::Render

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

The diagram illustrates a sequence of operations. On the left, a gray rectangular box contains the text 'Projectile::Render'. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'GameEntity::GetComponent'. Above the white box, a curved blue arrow starts from its left side and points back to its right side, indicating a self-call or a loop within the 'GameEntity::GetComponent' function.

GameEntity::GetComponent