

Projectile::Update

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

The diagram illustrates a function call. A gray rectangular box on the left contains the text "Projectile::Update". A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text "GameEntity::GetComponent". Above the white box, a curved blue arrow starts from its top edge and points back to its top edge, indicating a self-call or loop.

GameEntity::GetComponent