

game.entity.player.Player.can
_break_breakable

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graph LR; A[game.entity.player.Player.can_break_breakable] --> B[game.entity.player.Player.has_selected_breakable]; A --> C[game.entity.player.Player.is_selected_breakable_obstructed];
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The diagram illustrates a dependency relationship. A central box on the left, labeled 'game.entity.player.Player.can_break_breakable', has two blue arrows pointing to the right. The top arrow points to a box labeled 'game.entity.player.Player.has_selected_breakable', and the bottom arrow points to a box labeled 'game.entity.player.Player.is_selected_breakable_obstructed'.

game.entity.player.Player.has
_selected_breakable

game.entity.player.Player.is
_selected_breakable_obstructed