

Getting Started

GameObject



```
graph LR; A[GameObject] --> B[Getting Started]
```

The diagram consists of two rectangular boxes. The box on the left is white with a black border and contains the text 'Getting Started'. The box on the right is gray with a black border and contains the text 'GameObject'. A horizontal black arrow points from the right side of the 'GameObject' box to the left side of the 'Getting Started' box.