

DashCrystal::PlayerInteraction

Trampoline::PlayerInteraction

Character::ResetDash

```
graph LR; A[DashCrystal::PlayerInteraction] --> C[Character::ResetDash]; B[Trampoline::PlayerInteraction] --> C;
```

The diagram illustrates a relationship between two classes and a method. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'DashCrystal::PlayerInteraction' and the bottom box contains 'Trampoline::PlayerInteraction'. On the right, there is a gray rectangular box with a black border containing the text 'Character::ResetDash'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both 'DashCrystal::PlayerInteraction' and 'Trampoline::PlayerInteraction' are associated with or inherit from the 'Character::ResetDash' method.