

SnowFlakeManager::Update



```
graph LR; A[SnowFlakeManager::Update] --> B[GameObject::GetPosition]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is dark gray and contains the text 'SnowFlakeManager::Update'. The right box is white with a black border and contains the text 'GameObject::GetPosition'. A blue arrow points from the right side of the left box to the left side of the right box.

GameObject::GetPosition