

LevelManager::Update



```
graph LR; A[LevelManager::Update] --> B[LevelManager::IsOutOfBounds]
```

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

LevelManager::IsOutOfBounds