

LevelManager::Update

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

The diagram illustrates a call sequence. A gray rectangular box on the left contains the text 'LevelManager::Update'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Character::GetRespawnPoint'. The bottom arrow points to another white rectangular box containing 'LevelManager::IsOutOfBounds'.

Character::GetRespawnPoint

LevelManager::IsOutOfBounds