

CogPlatform::PlayerInteraction

Spike::PlayerInteraction

Character::Die

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graph LR; A[CogPlatform::PlayerInteraction] --> C[Character::Die]; B[Spike::PlayerInteraction] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'CogPlatform::PlayerInteraction' and the bottom box contains 'Spike::PlayerInteraction'. Both boxes have a thin black border. On the right, there is a single box containing the text 'Character::Die'. This box has a thicker black border and a light gray fill. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box. The top arrow starts from the right side of the 'CogPlatform::PlayerInteraction' box, and the bottom arrow starts from the right side of the 'Spike::PlayerInteraction' box.