

GameState::update



```
graph LR; A[GameState::update] --> B[GameState::handleInput]
```

A diagram showing a call from GameState::update to GameState::handleInput. The first box, labeled 'GameState::update', is white with a black border. A blue arrow points from its right side to the second box, labeled 'GameState::handleInput', which is gray with a black border.

GameState::handleInput