

GameState::update



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

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 'GameState::update'. The right box is gray with a black border and contains the text 'GameState::updateMousePositions'. A blue arrow points from the right side of the first box to the left side of the second box.

GameState::updateMousePositions