

Game_Engine::run

Play_State::update

Audio_Manager::start
_menu_music

```
graph LR; A[Game_Engine::run] --> C[Audio_Manager::start_menu_music]; B[Play_State::update] --> C;
```

The diagram illustrates a call graph where two functions, `Game_Engine::run` and `Play_State::update`, both call the function `Audio_Manager::start_menu_music`. The callers are represented by white boxes, and the callee is represented by a gray box. Blue arrows indicate the direction of the calls.