

com.ychstudio.Bomberman.dispose

```
graph LR; A[com.ychstudio.Bomberman.dispose] --> B[com.ychstudio.gamesys.GameManager.getAssetManager]; A --> C[com.ychstudio.gamesys.GameManager.getInstance];
```

The diagram illustrates two method calls originating from the `com.ychstudio.Bomberman.dispose` method. Two blue arrows point from the right side of the `dispose` box to the left side of the two `GameManager` boxes on the right.

com.ychstudio.gamesys.Game  
Manager.getAssetManager

com.ychstudio.gamesys.Game  
Manager.getInstance