

com.ychstudio.gui.Hud.Hud



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

com.ychstudio.gamesys.Game
Manager.getAssetManager

com.ychstudio.gamesys.Game
Manager.getInstance