

com.quillraven.game.ecs.system.
GameRenderSystem.GameRenderSystem

com.quillraven.game.ecs.system.
PlayerCameraSystem.PlayerCameraSystem

com.quillraven.game.map.
MapManager.addMapListener

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graph LR; A[com.quillraven.game.ecs.system.GameRenderSystem.GameRenderSystem] --> C[com.quillraven.game.map.MapManager.addMapListener]; B[com.quillraven.game.ecs.system.PlayerCameraSystem.PlayerCameraSystem] --> C;
```

The diagram illustrates a dependency or call relationship. Two source classes, `GameRenderSystem` and `PlayerCameraSystem`, both have arrows pointing to the `addMapListener` method of the `MapManager` class. The target box is shaded gray, while the source boxes are white.