

com.quillraven.game.ecs.system.
PlayerContactSystem.beginContact



```
graph LR; A[com.quillraven.game.ecs.system.  
PlayerContactSystem.beginContact] --> B[com.quillraven.game.map.  
Map.getNumCrystals]
```

A diagram showing a call from the `PlayerContactSystem.beginContact` method to the `Map.getNumCrystals` method. The call is represented by a blue arrow pointing from the left box to the right box.

com.quillraven.game.map.
Map.getNumCrystals