

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

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

com.quillraven.game.map.  
MapManager.addMapListener

com.quillraven.game.core.  
Utils.getMapManager