

com.ychstudio.systems.Bomb
System.process

com.ychstudio.systems.Breakable
System.process

com.ychstudio.systems.Player
System.process

com.ychstudio.components.
State.setCurrentState

```
graph LR; Bomb[com.ychstudio.systems.Bomb  
System.process] --> State[com.ychstudio.components.  
State.setCurrentState]; Breakable[com.ychstudio.systems.Breakable  
System.process] --> State; Player[com.ychstudio.systems.Player  
System.process] --> State;
```

The diagram illustrates a dependency or call relationship. Three boxes on the left, each containing a class name and a method name, have arrows pointing to a single box on the right. The boxes on the left are: 'com.ychstudio.systems.Bomb System.process', 'com.ychstudio.systems.Breakable System.process', and 'com.ychstudio.systems.Player System.process'. The box on the right is 'com.ychstudio.components.State.setCurrentState'. The arrows indicate that each of the three system processes calls or depends on the 'setCurrentState' method of the 'State' component.