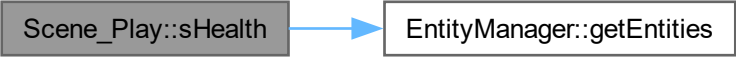


Scene_Play::sHealth



```
graph LR; A[Scene_Play::sHealth] --> B[EntityManager::getEntities]
```

A diagram showing a call from Scene_Play::sHealth to EntityManager::getEntities. The first box is gray and the second is white, connected by a blue arrow.

EntityManager::getEntities