

Scene\_Play::update



```
graph LR; A[Scene_Play::update] --> B[Scene_Play::sEnemySpawner]
```

A diagram showing a call from the function Scene\_Play::update to the static member function Scene\_Play::sEnemySpawner. The call is represented by a blue arrow pointing from the left box to the right box.

Scene\_Play::sEnemySpawner