

Scene\_Play::update

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graph LR; A[Scene_Play::update] --> B[Scene_Play::sPlacement]; B --> C[Scene_Play::spawnBarricade];
```

The diagram illustrates a sequence of three functions in the Scene\_Play namespace. The first function, 'Scene\_Play::update', is shown in a white box. A blue arrow points from it to the second function, 'Scene\_Play::sPlacement', which is also in a white box. Another blue arrow points from the second function to the third function, 'Scene\_Play::spawnBarricade', which is in a gray box. This visual representation suggests a call sequence or a state transition between these functions.

Scene\_Play::sPlacement

Scene\_Play::spawnBarricade