

PlayerMovementTestScript.AssignAllComponents

PlayerMovementTestScript.Awake

PlayerMovementTestScript.AssignAllComponents

```
graph LR; A[PlayerMovementTestScript.AssignAllComponents] --> C[PlayerMovementTestScript.AssignAllComponents]; B[PlayerMovementTestScript.Awake] --> C;
```

The diagram illustrates a flow or dependency where two separate components, 'PlayerMovementTestScript.AssignAllComponents' and 'PlayerMovementTestScript.Awake', both point to a single target component, 'PlayerMovementTestScript.AssignAllComponents'. The target component is highlighted in gray, while the source components are white with black borders. Blue arrows indicate the direction of the flow from the source nodes to the target node.