

di.uniba.map.b.adventure.impl.  
MetalSlug.nextMove

di.uniba.map.b.adventure.impl.  
UseObserver.update

di.uniba.map.b.adventure.type.  
Room.updateDynamicLook

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graph LR; A[di.uniba.map.b.adventure.impl.MetalSlug.nextMove] --> C[di.uniba.map.b.adventure.type.Room.updateDynamicLook]; B[di.uniba.map.b.adventure.impl.UseObserver.update] --> C;
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The diagram illustrates a dependency or call relationship. Two source methods, 'MetalSlug.nextMove' and 'UseObserver.update', both point via blue arrows to a single target method, 'Room.updateDynamicLook'. The target method is highlighted in a gray box, while the source methods are in white boxes.