


game.Player.Pump.Pump



```
graph LR; A[game.Player.Pump.Pump] --> B[game.Player.Building.Add Building]
```

A diagram showing a call from the `game.Player.Pump.Pump` method to the `game.Player.Building.Add Building` method. The source method is in a gray box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

game.Player.Building.Add  
Building