

GameController.ProximaFase



```
graph LR; A[GameController.ProximaFase] --> B[GameManager.CloseComplete Level]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameController.ProximaFase'. The right box is white with a black border and contains the text 'GameManager.CloseComplete' on the top line and 'Level' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

GameManager.CloseComplete
Level