


main

GameManager::Battle

Monster::TextArt



```
graph LR; main --> GameManager::Battle; GameManager::Battle --> Monster::TextArt;
```

The diagram illustrates a linear flow between three components. It begins with a box labeled 'main', which has a blue arrow pointing to a box labeled 'GameManager::Battle'. This second box then has a blue arrow pointing to a final box labeled 'Monster::TextArt'. The 'Monster::TextArt' box is shaded gray, while the others are white.