


main

GameManager::Battle

Monster::IsBoss



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graph LR; main --> GameManager::Battle; GameManager::Battle --> Monster::IsBoss
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The diagram illustrates a sequence of three components connected by arrows. The first component is 'main', followed by 'GameManager::Battle', and finally 'Monster::IsBoss'. The 'main' and 'GameManager::Battle' boxes are white with black borders, while the 'Monster::IsBoss' box is gray with a black border. All arrows are blue and point from left to right.