

Horizon::Zone::Traits  
::Status::increase\_status\_point

Horizon::Zone::Traits  
::Status::initialize

Horizon::Zone::Traits  
::Status::luck\_cost

```
graph LR; A[Horizon::Zone::Traits  
::Status::increase_status_point] --> C[Horizon::Zone::Traits  
::Status::luck_cost]; B[Horizon::Zone::Traits  
::Status::initialize] --> C;
```

The diagram illustrates a dependency or relationship between three code elements. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Horizon::Zone::Traits' followed by '::Status::increase\_status\_point' on a new line. The bottom box contains 'Horizon::Zone::Traits' followed by '::Status::initialize' on a new line. On the right, there is a gray rectangular box with a black border containing 'Horizon::Zone::Traits' followed by '::Status::luck\_cost' on a new line. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that the two functions on the left depend on or interact with the 'luck\_cost' attribute.