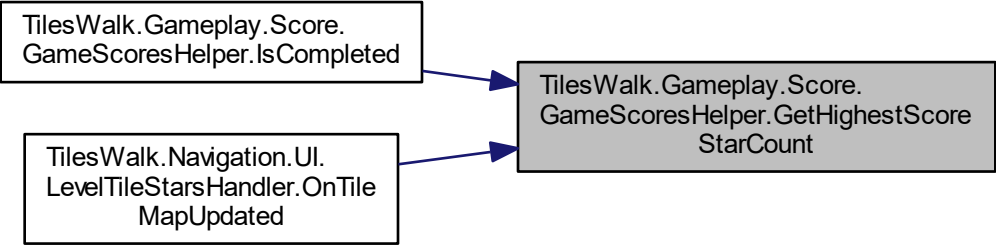


TilesWalk.Gameplay.Score.
GameScoresHelper.IsCompleted

TilesWalk.Navigation.UI.
LevelTileStarsHandler.OnTile
MapUpdated

TilesWalk.Gameplay.Score.
GameScoresHelper.GetHighestScore
StarCount



```
graph LR; A[TilesWalk.Gameplay.Score.  
GameScoresHelper.IsCompleted] --> C[TilesWalk.Gameplay.Score.  
GameScoresHelper.GetHighestScore  
StarCount]; B[TilesWalk.Navigation.UI.  
LevelTileStarsHandler.OnTile  
MapUpdated] --> C;
```

The diagram illustrates a data flow or dependency. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'TilesWalk.Gameplay.Score. GameScoresHelper.IsCompleted'. The bottom box contains the text 'TilesWalk.Navigation.UI. LevelTileStarsHandler.OnTile MapUpdated'. On the right, there is a gray rectangular box with a black border containing the text 'TilesWalk.Gameplay.Score. GameScoresHelper.GetHighestScore StarCount'. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that the information in the white boxes is used to calculate or determine the value in the gray box.