

UserDataManager.Awake



```
graph LR; A[UserDataManager.Awake] --> B[UserDataManager.Init]; B --> C[UserDataManager.MissionData.Init];
```

The diagram illustrates a three-step process flow for the UserDataManager class. It begins with the 'Awake' method, followed by the 'Init' method, and concludes with the 'MissionData.Init' method. The steps are represented by rectangular boxes connected by blue arrows pointing from left to right. The 'MissionData.Init' box is shaded gray, while the others are white.

UserDataManager.Init

UserDataManager.MissionData.Init