

BattlePresenter.ClearState.  
Enter

BattlePresenter.ResetState.  
Enter

FadeScreenView.FadeOut

```
graph LR; A[BattlePresenter.ClearState.  
Enter] --> C[FadeScreenView.FadeOut]; B[BattlePresenter.ResetState.  
Enter] --> C;
```

The diagram illustrates two transitions from the BattlePresenter class to the FadeScreenView class. On the left, two white rectangular boxes represent the source states: 'BattlePresenter.ClearState. Enter' (top) and 'BattlePresenter.ResetState. Enter' (bottom). On the right, a gray rectangular box represents the target state: 'FadeScreenView.FadeOut'. Two blue arrows point from the right side of each source box to the left side of the target box, indicating the transition logic.