

UserDataManager.Awake



```
graph LR; A[UserDataManager.Awake] --> B[UserDataManager.Init]; B --> C[UserDataManager.WeaponData.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 'WeaponData.Init' method. Each step is contained within a rectangular box. The first two boxes are white with black borders, while the final box is shaded gray with a black border. Blue arrows connect the boxes in sequence from left to right.

UserDataManager.Init

UserDataManager.WeaponData.Init