


MonsterManager.CreateMonster



```
graph LR; A[MonsterManager.CreateMonster] --> B[MonsterModel.Init];
```

The diagram illustrates a method call. On the left, a white rectangular box with a dark border contains the text 'MonsterManager.CreateMonster'. A blue arrow points from the right side of this box to the left side of a second box on the right. This second box is gray with a dark border and contains the text 'MonsterModel.Init'.

MonsterModel.Init