

Headspace.Minigames.RPS.
RPSRunner.OnLWinPress

Headspace.Minigames.RPS.
RPSRunner.OnRWinPress

Headspace.Minigames.RPS.
RPSRunner.OnWinPress

Headspace.Minigames.RPS.
RPSRunner.UpdateState

```
graph LR; A[Headspace.Minigames.RPS.RPSRunner.OnLWinPress] --> D[Headspace.Minigames.RPS.RPSRunner.UpdateState]; B[Headspace.Minigames.RPS.RPSRunner.OnRWinPress] --> D; C[Headspace.Minigames.RPS.RPSRunner.OnWinPress] --> D;
```

The diagram illustrates a central method, `Headspace.Minigames.RPS.RPSRunner.UpdateState`, which is the target of three other methods: `Headspace.Minigames.RPS.RPSRunner.OnLWinPress`, `Headspace.Minigames.RPS.RPSRunner.OnRWinPress`, and `Headspace.Minigames.RPS.RPSRunner.OnWinPress`. Blue arrows indicate the flow of control or data from each of the three source methods to the target method.