

GameObject::Update



```
graph LR; A[GameObject::Update] --> B[GameObject::ComputeWorld Transform]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'GameObject::Update'. The right box is gray with a black border and contains the text 'GameObject::ComputeWorld Transform' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

GameObject::ComputeWorld  
Transform