

Player.Start

```
graph LR; A[Player.Start] --> B[Player.Reset]; B --> C[Player.SetPlayerState];
```

A horizontal flowchart with three rectangular boxes. The first box on the left is dark gray and contains the text 'Player.Start'. A blue arrow points from this box to the second box in the middle, which is white with a black border and contains the text 'Player.Reset'. Another blue arrow points from the second box to the third box on the right, which is also white with a black border and contains the text 'Player.SetPlayerState'.

Player.Reset

Player.SetPlayerState