


PlayerHealthSystem.Respawn



```
graph LR; A[PlayerHealthSystem.Respawn] --> B[HealthSystem.ResetHealth]; B --> C[HealthSystem.UpdateUI];
```

The diagram illustrates a three-step process flow. It begins with a gray rectangular box containing the text 'PlayerHealthSystem.Respawn'. A blue arrow points from this box to a white rectangular box containing 'HealthSystem.ResetHealth'. A second blue arrow points from the second box to a third white rectangular box containing 'HealthSystem.UpdateUI'. All boxes have a thin black border.

HealthSystem.ResetHealth

HealthSystem.UpdateUI