

EnemySpawner.Start

```
graph LR; A[EnemySpawner.Start] --> B[EnemySpawner.SpawnEnemy]; B --> C[TimeSystem.GetTimeState];
```

The diagram is a horizontal flowchart with three rectangular boxes. The first box on the left is shaded gray and contains the text 'EnemySpawner.Start'. A blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'EnemySpawner.SpawnEnemy'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is also white with a black border and contains the text 'TimeSystem.GetTimeState'.

EnemySpawner.SpawnEnemy

TimeSystem.GetTimeState