

RequirementChecker.Check
Requirement

PlayerSkills.SetRequirements

PlayerUpgrades.GetFishMaterial
AmountRequirement

```
graph LR; A[RequirementChecker.Check Requirement] --> C[PlayerUpgrades.GetFishMaterial AmountRequirement]; B[PlayerSkills.SetRequirements] --> C;
```

The diagram illustrates a dependency or data flow. On the left, there are two rectangular boxes. The top box contains the text 'RequirementChecker.Check Requirement'. The bottom box contains the text 'PlayerSkills.SetRequirements'. On the right, there is a shaded rectangular box containing the text 'PlayerUpgrades.GetFishMaterial AmountRequirement'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the shaded box. The top arrow starts from the bottom edge of the top box, and the bottom arrow starts from the top edge of the bottom box.