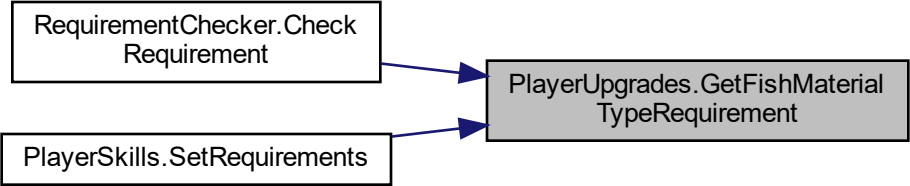


RequirementChecker.Check
Requirement

PlayerSkills.SetRequirements

PlayerUpgrades.GetFishMaterial
TypeRequirement



```
graph LR; A[RequirementChecker.Check Requirement] --> C[PlayerUpgrades.GetFishMaterial TypeRequirement]; 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' and the bottom box contains 'PlayerSkills.SetRequirements'. Both boxes have black borders. On the right, there is a single rectangular box with a gray fill and a black border, containing the text 'PlayerUpgrades.GetFishMaterial TypeRequirement'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'RequirementChecker.Check Requirement' and 'PlayerSkills.SetRequirements' are inputs or dependencies for 'PlayerUpgrades.GetFishMaterial TypeRequirement'.