

RequirementChecker.Check  
Requirement

PlayerSkills.SetRequirements

PlayerUpgrades.GetRawMaterial  
AmountRequirement

```
graph LR; A[RequirementChecker.Check Requirement] --> C[PlayerUpgrades.GetRawMaterial 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.GetRawMaterial AmountRequirement'. Two blue arrows point from the right side of the top box to the left side of the shaded box, and from the right side of the bottom box to the left side of the shaded box.