

OutpostChoices.ReturnSea

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graph LR; A[OutpostChoices.ReturnSea] --> B[ItemSaveManager.SaveInventory]; A --> C[UpgradeSaveManager.SaveUpgrade];
```

The diagram illustrates a branching structure. A single node on the left, 'OutpostChoices.ReturnSea', has two outgoing arrows pointing to two separate nodes on the right: 'ItemSaveManager.SaveInventory' and 'UpgradeSaveManager.SaveUpgrade'.

ItemSaveManager.SaveInventory

UpgradeSaveManager.SaveUpgrade