

PlayerSkills.CanUnlock

```
graph LR; A[PlayerSkills.CanUnlock] --> B[PlayerSkills.GetSkillRequirement]; A --> C[PlayerSkills.IsSkillUnlocked];
```

The diagram illustrates a branching logic structure. A central node on the left, labeled 'PlayerSkills.CanUnlock', has two outgoing arrows pointing to two separate nodes on the right. The top node is labeled 'PlayerSkills.GetSkillRequirement' and the bottom node is labeled 'PlayerSkills.IsSkillUnlocked'. The central node is shaded gray, while the two target nodes are white with black borders.

PlayerSkills.GetSkillRequirement

PlayerSkills.IsSkillUnlocked