

Photon.Pun.Demo.Asteroids.
PlayerOverviewPanel.Awake

Photon.Pun.Demo.Asteroids.
Spaceship.Start

Photon.Pun.Demo.Asteroids.
AsteroidsGame.GetColor



```
graph LR; A[Photon.Pun.Demo.Asteroids.  
PlayerOverviewPanel.Awake] --> C[Photon.Pun.Demo.Asteroids.  
AsteroidsGame.GetColor]; B[Photon.Pun.Demo.Asteroids.  
Spaceship.Start] --> C;
```

The diagram illustrates a dependency or call relationship. Two source boxes on the left, one labeled 'Photon.Pun.Demo.Asteroids.PlayerOverviewPanel.Awake' and the other 'Photon.Pun.Demo.Asteroids.Spaceship.Start', both have blue arrows pointing to a single target box on the right labeled 'Photon.Pun.Demo.Asteroids.AsteroidsGame.GetColor'. The target box is shaded gray, while the source boxes are white.