

BallManager::Update



```
graph LR; A[BallManager::Update] --> B[SceneManager::ChangeScene]; B --> C[Scene::Start];
```

The diagram illustrates a three-step process flow. It begins with a gray rectangular box labeled 'BallManager::Update'. A blue arrow points from this box to a white rectangular box labeled 'SceneManager::ChangeScene'. Another blue arrow points from the second box to a third white rectangular box labeled 'Scene::Start'. All boxes have a thin black border.

SceneManager::ChangeScene

Scene::Start