

systems.game.Game.craft

systems.recipe.RecipeBook.craft

systems.player.Player.remove\_item

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graph LR; A[systems.game.Game.craft] --> C[systems.player.Player.remove_item]; B[systems.recipe.RecipeBook.craft] --> C; C --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, `systems.game.Game.craft` and `systems.recipe.RecipeBook.craft`, are shown in white boxes on the left. Arrows from both point to a target method, `systems.player.Player.remove_item`, which is in a gray box on the right. Additionally, a curved arrow on the target box indicates a self-call or recursive relationship.