


systems.game.Game.update



```
graph LR; A[systems.game.Game.update] --> B[systems.game.Game.update_requests]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'systems.game.Game.update'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'systems.game.Game.update_requests'.

systems.game.Game.update
_requests