

systems.game.Game.craft

systems.recipe.RecipeBook.craft

systems.game.Game.remove\_item

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graph LR; A[systems.game.Game.craft] --> C[systems.game.Game.remove_item]; B[systems.recipe.RecipeBook.craft] --> C; C --> C;
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The diagram illustrates a directed graph with three nodes. Two source nodes, 'systems.game.Game.craft' and 'systems.recipe.RecipeBook.craft', are positioned on the left. Both have arrows pointing to a single target node on the right, 'systems.game.Game.remove\_item'. The target node is shaded gray and features a curved arrow pointing back to itself, representing a self-loop.