

GameStatePlay::registerObserver



```
graph LR; A[GameStatePlay::registerObserver] --> B[CritterWave::getContainerOfCritters]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is gray with a black border and contains the text 'GameStatePlay::registerObserver'. The right box is white with a black border and contains the text 'CritterWave::getContainerOfCritters' on two lines. A blue arrow points from the right side of the gray box to the left side of the white box.

CritterWave::getContainer
OfCritters