

GameStatePlay::moveActivated
Critters



```
graph LR; A[GameStatePlay::update] --> B[GameStatePlay::moveActivatedCritters];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'GameStatePlay::moveActivated' on the top line and 'Critters' on the bottom line. The box on the right is white with a black border and contains the text 'GameStatePlay::update'. A dark blue arrow points from the right side of the white box to the right side of the gray box.

GameStatePlay::update