

Game::AddUndead



```
graph LR; A[Game::AddUndead] --> B[EntityManager::AddEntity]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Game::AddUndead'. The right box is white with a black border and contains the text 'EntityManager::AddEntity'. A blue arrow points from the right side of the gray box to the left side of the white box.

EntityManager::AddEntity