

LouiEriksson::Game
::Scripts::FlyCam::Tick

LouiEriksson::Game
::Scripts::OrbitCam::Tick

LouiEriksson::Engine
::Time::DeltaTime

```
graph LR; A[LouiEriksson::Game::Scripts::FlyCam::Tick] --> C[LouiEriksson::Engine::Time::DeltaTime]; B[LouiEriksson::Game::Scripts::OrbitCam::Tick] --> C;
```

The diagram illustrates a dependency or data flow. On the left, there are two white rectangular boxes. The top box contains the text 'LouiEriksson::Game::Scripts::FlyCam::Tick' and the bottom box contains 'LouiEriksson::Game::Scripts::OrbitCam::Tick'. On the right, there is a gray rectangular box containing 'LouiEriksson::Engine::Time::DeltaTime'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both script tick functions depend on or pass data to the engine's delta time variable.