

LouiEriksson::Game
::Ball::Begin

LouiEriksson::Game
::FlyCam::Begin

LouiEriksson::Resources
::GetAudio

```
graph LR; A[LouiEriksson::Game::Ball::Begin] --> C[LouiEriksson::Resources::GetAudio]; B[LouiEriksson::Game::FlyCam::Begin] --> C;
```

The diagram illustrates two function calls originating from the 'LouiEriksson::Game' namespace. The first call, 'LouiEriksson::Game::Ball::Begin', and the second call, 'LouiEriksson::Game::FlyCam::Begin', both point via blue arrows to a single target function, 'LouiEriksson::Resources::GetAudio'. The target function is highlighted with a gray background, while the source functions are in white boxes.