

LouiEriksson::Game
::Scripts::Ball::Begin

LouiEriksson::Game
::Scripts::Plane::Begin

LouiEriksson::Engine
::Resources::GetMesh

```
graph LR; A[LouiEriksson::Game::Scripts::Ball::Begin] --> C[LouiEriksson::Engine::Resources::GetMesh]; B[LouiEriksson::Game::Scripts::Plane::Begin] --> C;
```

The diagram illustrates a dependency or call relationship. Two script functions, 'LouiEriksson::Game::Scripts::Ball::Begin' and 'LouiEriksson::Game::Scripts::Plane::Begin', are shown on the left. Both have blue arrows pointing to a single function on the right, 'LouiEriksson::Engine::Resources::GetMesh'. The right-hand box is shaded gray, while the left-hand boxes are white with black borders.