

LouiEriksson::FlyCam
::Tick

LouiEriksson::Player
::Tick

LouiEriksson::Input
::Key::Get

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graph LR; A[LouiEriksson::FlyCam::Tick] --> C[LouiEriksson::Input::Key::Get]; B[LouiEriksson::Player::Tick] --> C;
```

The diagram illustrates two separate method calls, 'LouiEriksson::FlyCam::Tick' and 'LouiEriksson::Player::Tick', both of which are directed towards a common target method, 'LouiEriksson::Input::Key::Get'. The target method is highlighted with a gray background, while the source methods are in white boxes. Blue arrows indicate the direction of the calls from left to right.