

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 two separate calls to the `LouiEriksson::Engine::Resources::GetMesh` function. On the left, two white rectangular boxes represent the calling contexts: `LouiEriksson::Game::Scripts::Ball::Begin` (top) and `LouiEriksson::Game::Scripts::Plane::Begin` (bottom). Blue arrows point from each of these boxes to a single gray rectangular box on the right, which represents the target function `LouiEriksson::Engine::Resources::GetMesh`. This visualizes that both the Ball and Plane scripts initiate a mesh retrieval operation through the Engine's Resources module.