

CosmicDefender.Boss.Update
Rotation

CosmicDefender.EnemyShip.
UpdateRotation

CosmicDefender.Controllers.
ObjectManager.GetPlayer

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graph LR; A[CosmicDefender.Boss.UpdateRotation] --> C[CosmicDefender.Controllers.ObjectManager.GetPlayer]; B[CosmicDefender.EnemyShip.UpdateRotation] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'CosmicDefender.Boss.UpdateRotation' and 'CosmicDefender.EnemyShip.UpdateRotation', are shown on the left. Arrows from both point to a single target method, 'CosmicDefender.Controllers.ObjectManager.GetPlayer', on the right. The target method is highlighted with a gray background, while the source methods have white backgrounds.