

NUnitTests.Tests.Test
_PlayerSwitchFastToSimpleState

NUnitTests.Tests.Test
_PlayerSwitchSimpleToFastState

CosmicDefender.State.Player
FastState.UpdateState

CosmicDefender.State.Player
SimpleState.UpdateState

CosmicDefender.State.Player
StateManager.SwitchState

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graph LR; A[NUnitTests.Tests.Test _PlayerSwitchFastToSimpleState] --> D[CosmicDefender.State.Player StateManager.SwitchState]; B[NUnitTests.Tests.Test _PlayerSwitchSimpleToFastState] --> D; C[CosmicDefender.State.Player FastState.UpdateState] --> D; E[CosmicDefender.State.Player SimpleState.UpdateState] --> D;
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