

ProjectileComponent
::ProjectileComponent

ProjectileComponent
::Update

RigidbodyComponent
::SetVelocity

```
graph LR; A[ProjectileComponent::ProjectileComponent] --> C[RigidbodyComponent::SetVelocity]; B[ProjectileComponent::Update] --> C;
```

The diagram illustrates two calls to the `RigidbodyComponent::SetVelocity` method. The first call originates from the `ProjectileComponent::ProjectileComponent` constructor, and the second call originates from the `ProjectileComponent::Update` method. Both calls are represented by blue arrows pointing to the `RigidbodyComponent::SetVelocity` box, which is shaded gray.