


BaseCreature::MoveCreature



```
graph LR; A[BaseCreature::MoveCreature] --> B[EntityTile::setPosition];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BaseCreature::MoveCreature'. The right box is white and contains the text 'EntityTile::setPosition'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

EntityTile::setPosition