

Enemy::NextDirection



```
graph LR; A[Enemy::NextDirection] --> B[AStar::DirectionPath]; B --> C[AStar::IsValidPosition];
```

The diagram consists of three rectangular boxes arranged horizontally. The first box on the left is white with a black border and contains the text 'Enemy::NextDirection'. A blue arrow points from the right side of this box to the left side of the second box. The second box is also white with a black border and contains the text 'AStar::DirectionPath'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is gray with a black border and contains the text 'AStar::IsValidPosition'. Each box has a small tab-like shape on its top-right corner.

AStar::DirectionPath

AStar::IsValidPosition