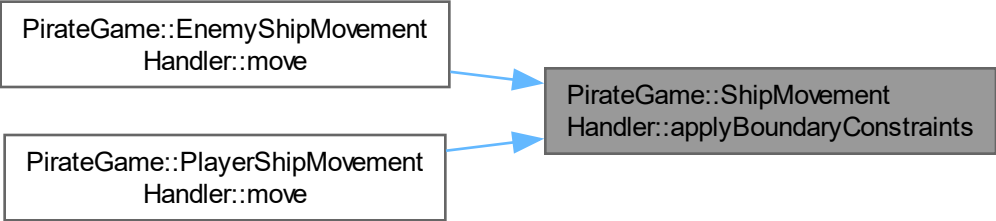


PirateGame::EnemyShipMovement
Handler::move

PirateGame::PlayerShipMovement
Handler::move

PirateGame::ShipMovement
Handler::applyBoundaryConstraints



```
graph LR; A[PirateGame::EnemyShipMovement  
Handler::move] --> C[PirateGame::ShipMovement  
Handler::applyBoundaryConstraints]; B[PirateGame::PlayerShipMovement  
Handler::move] --> C;
```