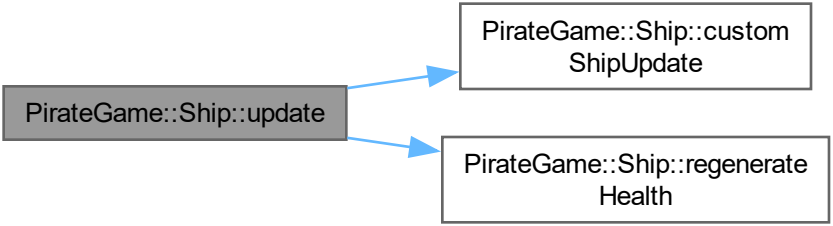


PirateGame::Ship::update



```
graph LR; A[PirateGame::Ship::update] --> B[PirateGame::Ship::custom ShipUpdate]; A --> C[PirateGame::Ship::regenerate Health];
```

PirateGame::Ship::custom
ShipUpdate

PirateGame::Ship::regenerate
Health