

PirateGame::CollisionManager  
::handleCollisions

PirateGame::LandMassHandler  
::interactWithLandmasses

PirateGame::LandMassHandler  
::~~LandMassHandler

PirateGame::GlobalHashMap  
Handler::getLandMassHashMap

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graph LR; A[PirateGame::CollisionManager::handleCollisions] --> D[PirateGame::GlobalHashMapHandler::getLandMassHashMap]; B[PirateGame::LandMassHandler::interactWithLandmasses] --> D; C[PirateGame::LandMassHandler::~~LandMassHandler] --> D;
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