

PirateGame::Minimap
::Minimap

```
graph LR; A[PirateGame::Minimap::Minimap] --> B[PirateGame::HUDTextureHandler::getMiniMap]; A --> C[PirateGame::HUDTextureHandler::getMiniMapShipIcon];
```

The diagram illustrates two calls from the `PirateGame::Minimap::Minimap` object to methods in the `PirateGame::HUDTextureHandler` class. The source object is represented by a grey box on the left, and the two target methods are represented by white boxes on the right. Blue arrows point from the source box to each of the two target boxes.

PirateGame::HUDTextureHandler
::getMiniMap

PirateGame::HUDTextureHandler
::getMiniMapShipIcon