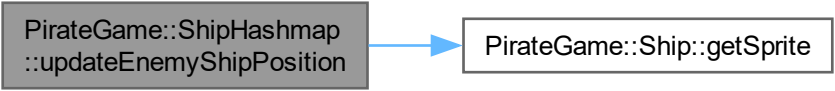


PirateGame::ShipHashMap
::updateEnemyShipPosition



```
graph LR; A[PirateGame::ShipHashMap::updateEnemyShipPosition] --> B[PirateGame::Ship::getSprite]
```

PirateGame::Ship::getSprite