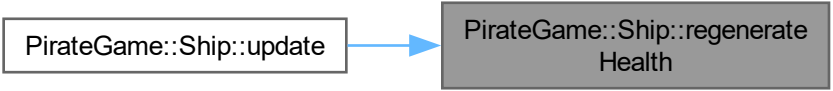


PirateGame::Ship::update



```
graph LR; A[PirateGame::Ship::update] --> B[PirateGame::Ship::regenerateHealth];
```

PirateGame::Ship::regenerate
Health