

PirateGame::CollisionManager
::pixelPerfectTest

```
graph LR; A[PirateGame::CollisionManager::pixelPerfectTest] --> B[PirateGame::GlobalValues::getInstance]; A --> C[PirateGame::GlobalValues::getWindow];
```

The diagram illustrates a dependency or call relationship. A gray box on the left, labeled 'PirateGame::CollisionManager::pixelPerfectTest', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'PirateGame::GlobalValues::getInstance' and the bottom white box is labeled 'PirateGame::GlobalValues::getWindow'.

PirateGame::GlobalValues
::getInstance

PirateGame::GlobalValues
::getWindow