

PirateGame::ShipInputHandler

```
classDiagram
    class PirateGame_ShipInputHandler["PirateGame::ShipInputHandler"]
    class PirateGame_EnemyShipInputHandler["PirateGame::EnemyShipInputHandler"]
    PirateGame_EnemyShipInputHandler --|> PirateGame_ShipInputHandler
```

PirateGame::EnemyShipInput
Handler