

# ShootInterface



```
graph BT; BasicShoot --> ShootInterface
```

A UML diagram illustrating an inheritance relationship. At the top is a rectangular box labeled 'ShootInterface'. Below it is another rectangular box labeled 'BasicShoot'. A vertical arrow points from the bottom center of the 'BasicShoot' box to the bottom center of the 'ShootInterface' box, indicating that 'BasicShoot' implements or inherits from 'ShootInterface'.

## BasicShoot