

rtype::game::SGamePlay
::handleEvent



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graph LR; A["rtype::game::SGamePlay::handleEvent"] --> B["rtype::game::SGamePlay::playerEvent"]; B --> C["rtype::engine::Event::MakeSpriteMovable_Bis"]
```

rtype::game::SGamePlay
::playerEvent

rtype::engine::Event
::MakeSpriteMovable_Bis