

RTypeGameLogic::handleMessage

```
graph LR; A[RTypeGameLogic::handleMessage] --> B[ILogger::logError]; A --> C[ILogger::logWarning];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "RTypeGameLogic::handleMessage". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "ILogger::logError". The bottom arrow points to another white rectangular box containing the text "ILogger::logWarning".

ILogger::logError

ILogger::logWarning