


RTypeGameLogic::handleMessage



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

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a dark gray border and contains the text 'RTypeGameLogic::handleMessage'. The right box is gray with a dark gray border and contains the text 'ILogger::logError'.

ILogger::logError