

RTypeGameLogic::handleMessage

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

The diagram illustrates a function call sequence. A gray rectangular box on the left 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 'ILogger::logError'. The bottom arrow points to another white rectangular box containing 'ILogger::logWarning'.

ILogger::logError

ILogger::logWarning