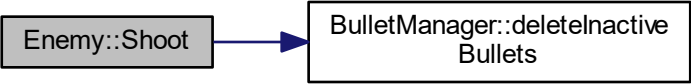


Enemy::Shoot



```
graph LR; A[Enemy::Shoot] --> B[BulletManager::deleteInactiveBullets]
```

The diagram illustrates a function call. On the left, a gray rectangular box contains the text "Enemy::Shoot". A dark blue arrow points from the right side of this box to the left side of a larger white rectangular box on the right. This white box contains the text "BulletManager::deleteInactiveBullets".

BulletManager::deleteInactive  
Bullets