

Enemy::checkStuck



```
graph LR; A[Enemy::checkStuck] --> B[Enemy::getUnstuck]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Enemy::checkStuck'. The right box is white and contains the text 'Enemy::getUnstuck'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Enemy::getUnstuck