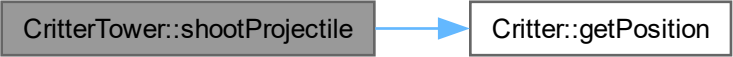


CritterTower::shootProjectile



```
graph LR; A[CritterTower::shootProjectile] --> B[Critter::getPosition]
```

A diagram showing a call from CritterTower::shootProjectile to Critter::getPosition. The first box is gray and the second is white, connected by a blue arrow.

Critter::getPosition