

nsGame::Player::canTakeDamage



```
graph LR; A[nsGame::Player::canTakeDamage] --> B[nsGame::Cooldowns::isCooldownOver]
```

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

nsGame::Cooldowns::
isCooldownOver