

Projectile::Projectile

```
graph LR; A[Projectile::Projectile] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'Projectile::Projectile'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'GameEntity::GetComponent'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a self-call or loop.

GameEntity::GetComponent