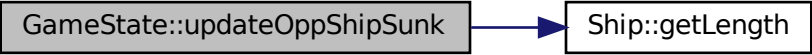


GameState::updateOppShipSunk



```
graph LR; A[GameState::updateOppShipSunk] --> B[Ship::getLength]
```

A diagram showing a call from the function GameState::updateOppShipSunk to the function Ship::getLength. The call is represented by a blue arrow pointing from the first box to the second box.

Ship::getLength