

KillCommand::execute



```
graph LR; A[KillCommand::execute] --> B[GameObjectAttorney::Exit::ExitCall];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'KillCommand::execute'. The right box is gray with a black border and contains the text 'GameObjectAttorney::Exit::ExitCall'. A blue arrow points from the right side of the left box to the left side of the right box.

GameObjectAttorney  
::Exit::ExitCall