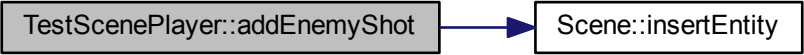


TestScenePlayer::addEnemyShot



```
graph LR; A[TestScenePlayer::addEnemyShot] --> B[Scene::insertEntity]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'TestScenePlayer::addEnemyShot'. The right box is white with a black border and contains the text 'Scene::insertEntity'. A dark blue arrow points from the right side of the left box to the left side of the right box.

Scene::insertEntity