


Laser::Laser



```
graph LR; A[Laser::Laser] --> B[GameActor::applyForce]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Laser::Laser'. The right box is white with a black border and contains the text 'GameActor::applyForce'. A dark blue arrow points from the right side of the left box to the left side of the right box.

GameActor::applyForce