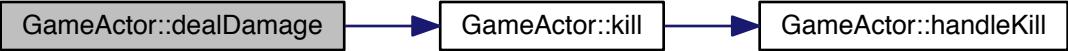


GameActor::dealDamage



```
graph LR; A[GameActor::dealDamage] --> B[GameActor::kill]; B --> C[GameActor::handleKill];
```

The diagram illustrates a sequence of three methods in the GameActor class. The first method, 'GameActor::dealDamage', is highlighted with a gray background. It is followed by 'GameActor::kill', and then 'GameActor::handleKill'. Each method is contained within a rectangular box, and the boxes are connected by dark blue arrows pointing from left to right, indicating the flow of execution.

GameActor::kill

GameActor::handleKill