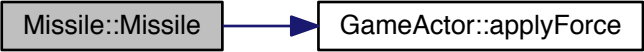


Missile::Missile



```
graph LR; A[Missile::Missile] --> 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 'Missile::Missile'. 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 gray box to the left side of the white box.

GameActor::applyForce