

GameActor::kill



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

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

GameActor::handleKill