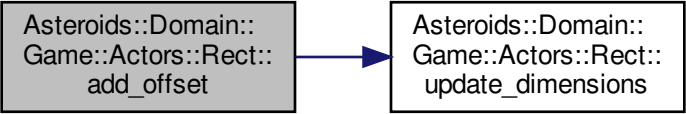


Asteroids::Domain::
Game::Actors::Rect::
add_offset



```
graph LR; A["Asteroids::Domain::  
Game::Actors::Rect::  
add_offset"] --> B["Asteroids::Domain::  
Game::Actors::Rect::  
update_dimensions"]
```

A diagram showing a call from the `add_offset` method to the `update_dimensions` method. The left box is shaded gray and the right box is white. A blue arrow points from the right side of the left box to the left side of the right box.

Asteroids::Domain::
Game::Actors::Rect::
update_dimensions