

Horizon::Zone::Entities
::Player::attack

Horizon::Zone::Entities
::Monster::behavior_active

Horizon::Zone::Entity
::attack

```
graph LR; A[Horizon::Zone::Entities::Player::attack] --> C[Horizon::Zone::Entity::attack]; B[Horizon::Zone::Entities::Monster::behavior_active] --> C;
```

The diagram illustrates a mapping or inheritance relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Horizon::Zone::Entities::Player::attack' and the bottom box contains 'Horizon::Zone::Entities::Monster::behavior_active'. On the right, there is a gray rectangular box with a black border containing the text 'Horizon::Zone::Entity::attack'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both the 'Player::attack' and 'Monster::behavior_active' methods are associated with or mapped to the 'Entity::attack' method.