


Tower.Tower.ShootBulletHandler



```
graph LR; A[Tower.Tower.ShootBulletHandler] --> B[Tower.Bullet.Init]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'Tower.Tower.ShootBulletHandler'. The right box is white and contains the text 'Tower.Bullet.Init'. A blue arrow points from the right side of the gray box to the left side of the white box.

Tower.Bullet.Init