

GameLogic::updateEnemyLogic



```
graph RL; TEST_CASE[TEST_CASE] --> GameLogic[GameLogic::updateEnemyLogic];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The box on the left is shaded gray and contains the text 'GameLogic::updateEnemyLogic'. The box on the right is white and contains the text 'TEST_CASE'. A blue arrow points from the right side of the 'TEST_CASE' box to the left side of the 'GameLogic::updateEnemyLogic' box.

TEST_CASE