

GameLogic::updatePlayerLife



```
graph LR; TC[TEST_CASE] --> GL[GameLogic::updatePlayerLife];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "GameLogic::updatePlayerLife". On the right, a white rectangular box contains the text "TEST\_CASE". A dark blue arrow points from the "TEST\_CASE" box to the "GameLogic::updatePlayerLife" box, indicating that the test case is calling this function.

TEST\_CASE