

LaserGeneratorPresentation
::updateLaserGeneratorEnemy

TEST_CASE



```
graph LR; TC[TEST_CASE] --> LGP[LaserGeneratorPresentation::updateLaserGeneratorEnemy];
```

The diagram illustrates a function call. A box on the right labeled 'TEST_CASE' has a blue arrow pointing to the right side of a larger box on the left. This larger box contains the text 'LaserGeneratorPresentation' on the top line and '::updateLaserGeneratorEnemy' on the bottom line.