


GameLogic::isPlayerDead



```
graph LR; A[GameLogic::isPlayerDead] --> B[GameLogic::getPlayerLives Remaining];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameLogic::isPlayerDead'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'GameLogic::getPlayerLives' on the top line and 'Remaining' on the bottom line.

GameLogic::getPlayerLives
Remaining