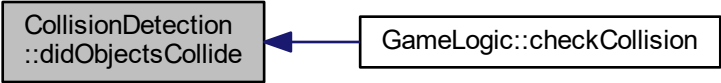


CollisionDetection  
::didObjectsCollide

GameLogic::checkCollision



```
graph LR; A[GameLogic::checkCollision] --> B[CollisionDetection::didObjectsCollide];
```

The diagram illustrates a function call. A white rectangular box on the right contains the text "GameLogic::checkCollision". A dark blue arrow points from the right side of this box to the left side of a gray rectangular box on the left. The gray box contains the text "CollisionDetection" on the top line and "::didObjectsCollide" on the bottom line.