

GameWindow::firePlayerBullet



```
graph LR; A[GameWindow::firePlayerBullet] --> B[GamePresentation::createPlayerBulletPresentation];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameWindow::firePlayerBullet'. The right box is white and contains the text 'GamePresentation::createPlayerBulletPresentation'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GamePresentation::create
PlayerBulletPresentation