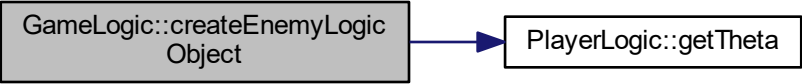


GameLogic::createEnemyLogic  
Object



```
graph LR; A[GameLogic::createEnemyLogic Object] --> B[PlayerLogic::getTheta]
```

A diagram showing a call from GameLogic to PlayerLogic. A gray rectangular box on the left contains the text "GameLogic::createEnemyLogic Object". A blue arrow points from the right side of this box to a white rectangular box on the right, which contains the text "PlayerLogic::getTheta". Both boxes have a black border.

PlayerLogic::getTheta