

GameLogic::deleteSatellite  
Logic

TEST\_CASE



```
graph LR; TC[TEST_CASE] --> GL[GameLogic::deleteSatellite Logic];
```

The diagram illustrates a function call. A box on the right labeled 'TEST\_CASE' has a blue arrow pointing to a larger box on the left labeled 'GameLogic::deleteSatellite Logic'. The target box has a light gray background and a black border, while the source box is white with a black border.