

GameLogic::getSatellietBullet
LogicVector



```
graph RL; TC[TEST_CASE] --> GL[GameLogic::getSatellietBulletLogicVector];
```

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

TEST_CASE