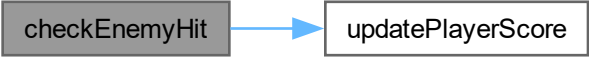


checkEnemyHit



```
graph LR; A[checkEnemyHit] --> B[updatePlayerScore]
```

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The first box on the left is dark gray and contains the text 'checkEnemyHit'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is white with a black border and contains the text 'updatePlayerScore'.

updatePlayerScore