

TargetRules



```
graph BT; SimpleShooterTarget --> TargetRules
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'SimpleShooterTarget'. A blue arrow points upwards from this box to a white box labeled 'TargetRules' at the top, indicating that 'SimpleShooterTarget' inherits from 'TargetRules'.

SimpleShooterTarget