

CosmicDefender.Entity.Entity

CosmicDefender.SingleShot.Shot

CosmicDefender.Entity.Enable  
Collide

```
graph LR; A[CosmicDefender.Entity.Entity] --> C[CosmicDefender.Entity.Enable Collide]; B[CosmicDefender.SingleShot.Shot] --> C;
```

The diagram illustrates a relationship where two different entity types, `CosmicDefender.Entity.Entity` and `CosmicDefender.SingleShot.Shot`, both inherit or implement a common method named `EnableCollide`. This is represented by two arrows pointing from the entity boxes to a central box labeled `CosmicDefender.Entity.Enable Collide`.