

GestureListener



```
graph BT; GH[battle.logic.GestureHandler] --> GL[GestureListener];
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "GestureListener". Below it is a gray rectangular box with a thick black border containing the text "battle.logic.GestureHandler". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "battle.logic.GestureHandler" inherits from "GestureListener".

battle.logic.GestureHandler