

Agent::getEnemiesInRange



```
graph LR; A[Agent::getEnemiesInRange] --> B[Environment::isEnemyUnit]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Agent::getEnemiesInRange'. The right box is white and contains the text 'Environment::isEnemyUnit'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Environment::isEnemyUnit