

Mezzanine::WorldObject

```
graph BT; TestAE[Mezzanine::TestAE] --> AreaEffect[Mezzanine::AreaEffect]; AreaEffect --> NonStaticWorldObject[Mezzanine::NonStaticWorldObject]; NonStaticWorldObject --> WorldObject[Mezzanine::WorldObject];
```

Mezzanine::NonStaticWorldObject

Mezzanine::AreaEffect

Mezzanine::TestAE