

GameObject

```
graph BT; Fish --> Item; Item --> GameObject
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'Item' class, which inherits from 'GameObject' as indicated by an upward-pointing arrow. At the bottom is the 'Fish' class, which inherits from 'Item' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and a monospaced font.

Item

Fish