

Cloneable



```
graph BT; Unit["game.board.Unit"] --> Cloneable
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box with a black border containing the text "game.board.Unit". A vertical blue line extends upwards from the center of this box, ending in a solid blue triangular arrowhead pointing towards the bottom center of a white rectangular box with a gray border at the top. The white box contains the text "Cloneable".

game.board.Unit