

GameObject



```
classDiagram
    WillCompareController --|> GameObject
```

A UML class diagram showing inheritance. At the top is a white rectangular box with a black border containing the text "GameObject". Below it is a gray rectangular box with a black border containing the text "WillCompareController". A solid blue arrow points vertically from the top center of the "WillCompareController" box to the bottom center of the "GameObject" box, indicating that "WillCompareController" inherits from "GameObject".

WillCompareController