

model::GameObject



```
classDiagram
    class model::Hero
    class model::GameObject
    model::Hero --|> model::GameObject
```

A UML class diagram illustrating inheritance. At the bottom is a box labeled 'model::Hero' with a light gray fill. A solid blue arrow points vertically upwards from the top center of the 'model::Hero' box to the bottom center of the 'model::GameObject' box. The 'model::GameObject' box is at the top and has a white fill. Both boxes have a black border.

model::Hero