

model::GameObject



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

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

model::Troop