

model::GameObject



```
classDiagram
    class model__Entity["model::Entity"]
    class model__GameObject["model::GameObject"]
    model__Entity --|> model__GameObject
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'model::GameObject'. The bottom box is gray with a black border and contains the text 'model::Entity'. A solid blue arrow points vertically from the top of the gray box to the bottom of the white box, indicating an inheritance relationship where 'model::Entity' inherits from 'model::GameObject'.

model::Entity