

Arcade::IGame

```
classDiagram
    class Arcade_IGame["Arcade::IGame"]
    class Arcade_Pacman["Arcade::Pacman"]
    class Arcade_Snake["Arcade::Snake"]
    Arcade_Pacman --|> Arcade_IGame
    Arcade_Snake --|> Arcade_IGame
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'Arcade::IGame'. Below it, a horizontal line connects two boxes: 'Arcade::Pacman' on the left and 'Arcade::Snake' on the right. From the center of this horizontal line, a vertical arrow points upwards to the bottom of the 'Arcade::IGame' box, indicating that both 'Arcade::Pacman' and 'Arcade::Snake' inherit from 'Arcade::IGame'.

Arcade::Pacman

Arcade::Snake