

sprites.Polygon

pyglet.event.EventDispatcher

ship.Ship

```
graph BT; ship.Ship --> sprites.Polygon; ship.Ship --> pyglet.event.EventDispatcher;
```

The diagram illustrates a class hierarchy. At the bottom is the class `ship.Ship`. Two arrows originate from its top edge and point upwards to the classes `sprites.Polygon` and `pyglet.event.EventDispatcher`, which are positioned side-by-side at the top of the diagram. This indicates that `ship.Ship` inherits from both `sprites.Polygon` and `pyglet.event.EventDispatcher`.