

```
std::enable_shared  
_from_this< gameElement >
```

gameElement

FoodItem

Toppings

Olives

```
graph BT; Olives[Olives] --> Toppings[Toppings]; Toppings --> FoodItem[FoodItem]; FoodItem --> gameElement[gameElement]; gameElement --> Base[std::enable_shared_from_this< gameElement >];
```

The diagram illustrates a vertical inheritance hierarchy. At the base is a box labeled 'Olives' with a gray background. Above it is 'Toppings', then 'FoodItem', then 'gameElement', and finally at the top is a box containing the C++ code 'std::enable\_shared\_from\_this< gameElement >'. Each box is connected to the one above it by a vertical blue line ending in a dark blue arrowhead pointing upwards.