

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

gameElement

FoodItem

Base

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

The diagram illustrates a vertical inheritance hierarchy. At the base is a gray-shaded box labeled 'Base'. An upward-pointing blue arrow connects 'Base' to a white box labeled 'FoodItem'. Another upward-pointing blue arrow connects 'FoodItem' to a white box labeled 'gameElement'. A final upward-pointing blue arrow connects 'gameElement' to a white box at the top containing the C++ code 'std::enable_shared_from_this< gameElement >'. All boxes are aligned vertically in the center of the image.