

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

gameElement

FoodItem

Cheese

Parmesan

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

The diagram illustrates a vertical inheritance hierarchy. At the base is the 'Parmesan' class, represented by a grey-shaded box. Above it is 'Cheese', then 'FoodItem', then 'gameElement', and finally 'std::enable_shared_from_this< gameElement >' at the top. Each class is connected to the one above it by a blue arrow pointing upwards, indicating that each class inherits from the one immediately below it.