

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

gameElement

FoodItem

Base

DeepDish

```
graph BT; DeepDish[DeepDish] --> Base[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 'DeepDish', which inherits from 'Base'. 'Base' inherits from 'FoodItem', which in turn inherits from 'gameElement'. Finally, 'gameElement' inherits from 'std::enable\_shared\_from\_this< gameElement >'. Each class is represented by a rectangular box, and the inheritance relationships are shown by blue arrows pointing upwards from the child class to the parent class. The 'DeepDish' box is shaded gray, while the others are white with black borders.