

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

gameElement

FoodItem

Base

StuffedCrust

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

The diagram illustrates a vertical inheritance chain. At the bottom is a gray-shaded box labeled 'StuffedCrust'. A blue arrow points upwards from 'StuffedCrust' to a white box labeled 'Base'. Another blue arrow points upwards from 'Base' to a white box labeled 'FoodItem'. A third blue arrow points upwards from 'FoodItem' to a white box labeled 'gameElement'. Finally, a fourth blue arrow points upwards from 'gameElement' to a light gray box at the top containing the text 'std::enable\_shared\_from\_this< gameElement >'. All boxes are aligned vertically and have black borders.