

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

gameElement

FoodItem

Sauce



```
graph BT; gameElement --> std_enable_shared_from_this["std::enable_shared_from_this< gameElement >"]; FoodItem --> gameElement; Sauce --> FoodItem; style Sauce fill:#ccc,stroke:#333; style gameElement fill:#fff,stroke:#333; style std_enable_shared_from_this fill:#fff,stroke:#333; style FoodItem fill:#fff,stroke:#333;
```