

```
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 a box labeled 'Parmesan'. A blue arrow points upwards from 'Parmesan' to a box labeled 'Cheese'. Another blue arrow points upwards from 'Cheese' to a box labeled 'FoodItem'. A third blue arrow points upwards from 'FoodItem' to a box labeled 'gameElement'. Finally, a fourth blue arrow points upwards from 'gameElement' to a box containing the code 'std::enable\_shared\_from\_this< gameElement >'. The 'Parmesan' box has a gray background, while the others are white with black borders.