

Visitor

```
classDiagram
    class Visitor
    class EntityCreator
    class MoveSystem
    EntityCreator --|> Visitor
    MoveSystem --|> Visitor
```

A UML class diagram illustrating the Visitor design pattern. At the top is a rectangular box labeled "Visitor". Below it, two rectangular boxes are positioned side-by-side: "EntityCreator" on the left and "MoveSystem" on the right. A horizontal line connects the bottom of these two boxes, and a vertical line with an upward-pointing arrow extends from the center of this horizontal line to the bottom edge of the "Visitor" box, indicating that both "EntityCreator" and "MoveSystem" inherit from "Visitor".

EntityCreator

MoveSystem