

GameObjectBase



```
classDiagram
    class GameObjectBase
    class Enemy
    Enemy --|> GameObjectBase
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "GameObjectBase". Below it is a gray rectangular box with a black border labeled "Enemy". A blue arrow points vertically from the top of the "Enemy" box to the bottom of the "GameObjectBase" box, indicating that "Enemy" inherits from "GameObjectBase".

Enemy