

GameObjectBase



```
graph BT; ClearLogo --> 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 "ClearLogo". A vertical blue arrow points from the top of the "ClearLogo" box to the bottom of the "GameObjectBase" box, indicating that "ClearLogo" inherits from "GameObjectBase".

ClearLogo