

GameObjectBase



```
classDiagram
    TutorialLogo --|> 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 "TutorialLogo". A blue vertical arrow points from the top of the "TutorialLogo" box to the bottom of the "GameObjectBase" box, indicating that TutorialLogo inherits from GameObjectBase.

TutorialLogo