

GameObjectBase



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

Field