

GameObjectBase



```
classDiagram
    class GameObjectBase
    class FailureLogo
    FailureLogo --|> GameObjectBase
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'GameObjectBase'. Below it is a gray rectangular box labeled 'FailureLogo'. A vertical blue line connects the bottom of the 'FailureLogo' box to the bottom of the 'GameObjectBase' box, ending in a blue arrowhead pointing upwards towards 'GameObjectBase'.

FailureLogo