

GameObjectBase



```
classDiagram
    TitleLogo --|> GameObjectBase
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled 'GameObjectBase'. Below it is a gray rectangular box labeled 'TitleLogo'. A vertical blue line connects the bottom of the 'TitleLogo' box to the bottom center of the 'GameObjectBase' box, ending in a blue arrowhead pointing upwards. This indicates that 'TitleLogo' inherits from 'GameObjectBase'.

TitleLogo