

GameObjectBase



```
classDiagram
    class GameObjectBase
    class Goal
    Goal --|> 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 "Goal". A vertical blue line connects the bottom of the "Goal" box to the bottom of the "GameObjectBase" box, ending in a solid blue arrowhead pointing upwards towards "GameObjectBase".

Goal