

GameObjectBase



```
classDiagram
    class GameObjectBase
    class PushSpaceLogo
    PushSpaceLogo --|> GameObjectBase
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'GameObjectBase'. The bottom box is gray with a black border and contains the text 'PushSpaceLogo'. A blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship.

PushSpaceLogo