

GameObjectBase



```
classDiagram
    class GameObjectBase
    class SkyDome
    SkyDome --|> 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 'SkyDome'. A vertical blue line connects the bottom of the 'SkyDome' box to the bottom of the 'GameObjectBase' box, ending in a blue arrowhead pointing upwards. This indicates that 'SkyDome' inherits from 'GameObjectBase'.

SkyDome