

Ecs.Component

Game.Interfaces.IMovable

Game.Components.PlayerController

```
classDiagram
    class EcsComponent["Ecs.Component"]
    class GameInterfacesIMovable["Game.Interfaces.IMovable"]
    class GameComponentsPlayerController["Game.Components.PlayerController"]
    GameComponentsPlayerController --|> EcsComponent
    GameComponentsPlayerController --|> GameInterfacesIMovable
```

The diagram illustrates a class hierarchy. At the top, there are two base classes: `Ecs.Component` on the left and `Game.Interfaces.IMovable` on the right. Below these, centered, is the class `Game.Components.PlayerController`. Two vertical lines extend upwards from the `Game.Components.PlayerController` box, each ending in an open arrowhead pointing to the bottom of one of the base class boxes. This indicates that `Game.Components.PlayerController` inherits from both `Ecs.Component` and `Game.Interfaces.IMovable`.