

Game.Interfaces.IDamageable

```
classDiagram
    class IDamageable["Game.Interfaces.IDamageable"]
    class Enemy["Game.Components.Enemy"]
    class Player["Game.Components.Player"]
    Enemy --|> IDamageable
    Player --|> IDamageable
```

The diagram illustrates a class hierarchy. At the top is the interface 'Game.Interfaces.IDamageable'. Below it are two classes: 'Game.Components.Enemy' on the left and 'Game.Components.Player' on the right. Both classes have a solid line with an open arrow pointing up to the 'IDamageable' interface, indicating that they implement the interface.

Game.Components.Enemy

Game.Components.Player