

UplinkObject



```
classDiagram
    Game --|> UplinkObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "UplinkObject". Below it is a gray rectangular box with a black border labeled "Game". A solid blue arrow points vertically from the top center of the "Game" box to the bottom center of the "UplinkObject" box, indicating that "Game" inherits from "UplinkObject".

Game