

QObject

QGraphicsPixmapItem

Enemy

```
graph BT; Enemy --> QObject; Enemy --> QGraphicsPixmapItem;
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'Enemy'. Two arrows originate from the top of the 'Enemy' box and point upwards to the bottom of two boxes above it: 'QObject' on the left and 'QGraphicsPixmapItem' on the right. This indicates that 'Enemy' is a base class for both 'QObject' and 'QGraphicsPixmapItem'.