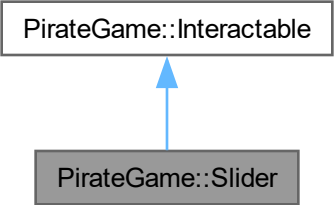


PirateGame::Interactable



```
classDiagram
    class PirateGame_Interactive[PirateGame::Interactable]
    class PirateGame_Button[PirateGame::Button]
    PirateGame_Button --|> PirateGame_Interactive
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "PirateGame::Interactable". Below it is a gray rectangular box with a black border containing the text "PirateGame::Button". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "PirateGame::Button" inherits from "PirateGame::Interactable".

PirateGame::Button