

# GameObjects



```
graph BT; StaticBlock --> GameObjects
```

A diagram illustrating a relationship between two classes. At the top is a rectangular box labeled 'GameObjects'. At the bottom is another rectangular box labeled 'StaticBlock'. A vertical arrow points from the top of the 'StaticBlock' box to the bottom of the 'GameObjects' box, indicating that 'StaticBlock' inherits from or is a specialization of 'GameObjects'.

# StaticBlock