

BGE::GameComponent

```
classDiagram
    BGE::Person --|> BGE::GameComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "BGE::GameComponent". Below it is a gray rectangular box with a black border containing the text "BGE::Person". A blue arrow points vertically from the top center of the "BGE::Person" box to the bottom center of the "BGE::GameComponent" box, indicating that "BGE::Person" inherits from "BGE::GameComponent".

BGE::Person