

BGE::GameComponent

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

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'BGE::GameComponent'. The bottom box is gray with a black border and contains the text 'BGE::FPSController'. A blue arrow points vertically from the top of the gray box to the bottom of the white box, indicating an inheritance relationship where BGE::FPSController inherits from BGE::GameComponent.

BGE::FPSController