

BGE::GameComponent



```
classDiagram
    BGE::Ground --|> 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::Ground". A blue vertical arrow points from the top center of the "BGE::Ground" box to the bottom center of the "BGE::GameComponent" box, indicating that "BGE::Ground" inherits from "BGE::GameComponent".

BGE::Ground