

BGE::GameComponent



```
classDiagram
    class BGE_GameComponent["BGE::GameComponent"]
    class BGE_Sphere["BGE::Sphere"]
    BGE_Sphere --|> BGE_GameComponent
```

The diagram illustrates a class hierarchy. 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::Sphere". A blue arrow points vertically from the top center of the "BGE::Sphere" box to the bottom center of the "BGE::GameComponent" box, indicating that "BGE::Sphere" inherits from "BGE::GameComponent".

BGE::Sphere