

BGE::GameComponent

```
classDiagram
    BGE::LazerBeam --|> 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::LazerBeam'. A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating an inheritance relationship.

BGE::LazerBeam