

BGE::GameComponent

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

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'BGE::StateMachine'. A blue arrow points vertically upwards from this box to a white box at the top labeled 'BGE::GameComponent'. The arrow indicates that 'BGE::StateMachine' inherits from 'BGE::GameComponent'.

BGE::StateMachine