

BGE::GameComponent

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

A UML class diagram illustrating inheritance. The base class, BGE::GameComponent, is shown in a white box at the top. The derived class, BGE::Model, is shown in a gray box at the bottom. A solid blue arrow points from the BGE::Model box up to the BGE::GameComponent box, indicating that BGE::Model inherits from BGE::GameComponent.

BGE::Model