

BGE::GameComponent



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

BGE::RiftController