

BGE::GameComponent

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classDiagram
    BGE::Box --|> 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::Box, is shown in a gray box at the bottom. A blue arrow points from the BGE::Box box up to the BGE::GameComponent box, indicating that BGE::Box inherits from BGE::GameComponent.

BGE::Box