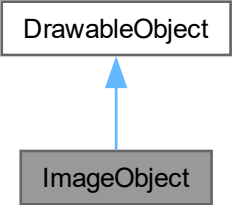


DrawableObject



```
classDiagram
    class DrawableObject
    class GameObject
    DrawableObject <|-- GameObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "DrawableObject". Below it is a gray rectangular box with a black border labeled "GameObject". A blue arrow points vertically from the top of the "GameObject" box to the bottom of the "DrawableObject" box, indicating that "GameObject" inherits from "DrawableObject".

GameObject