

br.unicamp.mc322.projeto.heroquest.entity.  
Interactable

```
classDiagram
    class Interactable {
    }
    class Bag {
    }
    class Door {
    }
    Interactable <|-- Bag
    Interactable <|-- Door
```

The diagram illustrates a class hierarchy. A base class, 'br.unicamp.mc322.projeto.heroquest.entity.Interactable', is shown on the left with a light gray background. Two subclasses, 'br.unicamp.mc322.projeto.heroquest.entity.Bag' and 'br.unicamp.mc322.projeto.heroquest.entity.Door', are positioned to its right. Blue arrows point from each subclass box to the base class box, indicating that both 'Bag' and 'Door' inherit from 'Interactable'.

br.unicamp.mc322.projeto.heroquest.entity.Bag

br.unicamp.mc322.projeto.heroquest.entity.Door