

GameAsset

```
classDiagram
    class GameAsset
    class CuboidAsset
    class Md2Asset
    class TriangularPyramidAsset
    CuboidAsset --|> GameAsset
    Md2Asset --|> GameAsset
    TriangularPyramidAsset --|> GameAsset
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'GameAsset'. Below it are three boxes: 'CuboidAsset' on the left, 'Md2Asset' in the center, and 'TriangularPyramidAsset' on the right. A horizontal line connects the three lower boxes, and a vertical line with an upward-pointing arrow connects the center of this line to the bottom of the 'GameAsset' box, indicating that all three lower classes inherit from 'GameAsset'.

CuboidAsset

Md2Asset

TriangularPyramidAsset