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std::enable_shared_from_this< GameObject >
```

GameObject

EnemyController

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graph BT; EC[EnemyController] --> GO[GameObject]; GO --> SFT[std::enable_shared_from_this< GameObject >];
```

The diagram illustrates a class hierarchy. At the bottom is the 'EnemyController' class. An arrow points from 'EnemyController' to the 'GameObject' class above it. Another arrow points from 'GameObject' to the 'std::enable_shared_from_this< GameObject >' trait at the top. All three are contained within rectangular boxes.