

`std::enable_shared_from_this< GameObject >`

`GameObject`

`EnemyController`

```
graph BT; A[std::enable_shared_from_this< GameObject >] --> B[GameObject]; B --> C[EnemyController];
```

The diagram illustrates a class hierarchy where `EnemyController` inherits from `GameObject`, which in turn inherits from `std::enable_shared_from_this< GameObject >`. The inheritance is shown by vertical arrows pointing upwards from the child class to the parent class.