

`std::enable_shared_from_this< GameObject >`

`GameObject`

`LaserGeneratorContainer`

```
classDiagram
    class enable_shared_from_this["std::enable_shared_from_this< GameObject >"]
    class GameObject
    class LaserGeneratorContainer
    enable_shared_from_this --|> GameObject
    GameObject --|> LaserGeneratorContainer
```

The diagram illustrates a class hierarchy. At the top is the base class `std::enable_shared_from_this< GameObject >`. Below it is the class `GameObject`, which inherits from the base class. At the bottom is the class `LaserGeneratorContainer`, which inherits from `GameObject`. Arrows indicate the direction of inheritance from the base class to the derived classes.