

Item

```
graph BT; HealthPotion --> Consumable; Consumable --> Item;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'Item' class. Below it is the 'Consumable' class, which inherits from 'Item' as indicated by an upward-pointing arrow. At the bottom is the 'HealthPotion' class, which inherits from 'Consumable' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with thick black borders.

Consumable

HealthPotion