

Util::GameObject

```
classDiagram
    class Util_GameObject {
    }
    class Util_GameElement {
        + ~GameElement()
        + GetDrawable()
        + SetPosition()
        + SetScale()
        + GetPosition()
        + GetVisibility()
        + ClearChildren()
    }
    Util_GameElement --|> Util_GameObject
```

The diagram shows two classes. The top class, Util::GameObject, is represented by a rectangle with three horizontal compartments. The bottom class, Util::GameElement, is represented by a rectangle with three horizontal compartments. The top compartment of Util::GameElement contains the class name. The middle compartment is empty. The bottom compartment contains a list of public methods, each preceded by a '+' sign. A blue arrow with an open triangle head points from the top of Util::GameElement to the bottom of Util::GameObject, indicating inheritance.

Util::GameElement

- + ~GameElement()
- + GetDrawable()
- + SetPosition()
- + SetScale()
- + GetPosition()
- + GetVisibility()
- + ClearChildren()