

Util::GameObject

```
classDiagram
    class Util::GameObject
    class Dungeon::MiniMap {
        + MiniMap()
        + ~MiniMap()
        + SetColor()
        + SetColor()
        + SetVisible()
        + SetVisible()
        + SetScale()
        + Update()
        + UpdatePlayer()
        + UpdateCubeColor()
    }
    Util::GameObject <|-- Dungeon::MiniMap
```

The diagram shows a class hierarchy. At the top is the 'Util::GameObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points from the 'Dungeon::MiniMap' class box up to the 'Util::GameObject' class box. The 'Dungeon::MiniMap' class box is a rectangle with a grey background, divided into three horizontal sections. The top section contains the class name. The middle section is empty. The bottom section contains a list of public methods, each preceded by a '+' sign.

Dungeon::MiniMap

- + MiniMap()
- + ~MiniMap()
- + SetColor()
- + SetColor()
- + SetVisible()
- + SetVisible()
- + SetScale()
- + Update()
- + UpdatePlayer()
- + UpdateCubeColor()