

Util::GameObject

```
classDiagram
    class Util_GameObject["Util::GameObject"]
    class Dungeon_Item["Dungeon::Item"]
    Dungeon_Item --|> Util_GameObject
```

The diagram shows two class boxes. The top box, 'Util::GameObject', has three horizontal compartments: the top one for the class name, and two empty ones for attributes and methods. The bottom box, 'Dungeon::Item', also has three compartments. The top one contains the class name. The middle one is empty. The bottom one contains three public methods: '+ Item()', '+ ~Item()', and '+ GetClassName()'. A blue arrow with an open triangular head points from the top of the 'Dungeon::Item' box to the bottom of the 'Util::GameObject' box, indicating inheritance.

Dungeon::Item

+ Item()  
+ ~Item()  
+ GetClassName()