

Util::GameObject

```
classDiagram
    class Util_GameObject["Util::GameObject"]
    class Game_Graphs_IBase["Game::Graphs::IBase"]
    Game_Graphs_IBase --|> Util_GameObject
```

The diagram shows a class hierarchy. The base class, Game::Graphs::IBase, is shaded gray and contains a member variable + MI and two methods + ~IBase() and + Update(). The derived class, Util::GameObject, is white and has two empty sections for attributes and methods. A blue arrow with an open triangle head points from the base class to the derived class.

Game::Graphs::IBase

+ MI

+ ~IBase()

+ Update()