

GameLogic::Entity



```
classDiagram
    class GameLogicEntity["GameLogic::Entity"]
    class GameLogicShip["GameLogic::Ship"]
    GameLogicShip --|> GameLogicEntity
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "GameLogic::Entity". Below it is a gray rectangular box with a black border containing the text "GameLogic::Ship". A solid blue arrow points vertically from the top center of the "GameLogic::Ship" box to the bottom center of the "GameLogic::Entity" box, indicating that "GameLogic::Ship" inherits from "GameLogic::Entity".

GameLogic::Ship