

GameLogic::Entity



```
classDiagram
    class GameLogic_Entity["GameLogic::Entity"]
    class GameLogic_Bullet["GameLogic::Bullet"]
    GameLogic_Bullet --|> GameLogic_Entity
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "GameLogic::Entity". The bottom box is gray with a black border and contains the text "GameLogic::Bullet". A solid blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship.

GameLogic::Bullet