

Node2D

```
classDiagram
    class Node2D {
    }
    class EnemySpawn {
        + Spawn()
    }
    EnemySpawn --|> Node2D
```

The diagram illustrates a class hierarchy. At the top is the 'Node2D' class, represented by a white box with a gray border, divided into three horizontal sections. The top section contains the text 'Node2D', while the two sections below are empty. At the bottom is the 'EnemySpawn' class, represented by a gray box with a gray border, also divided into three horizontal sections. The top section contains the text 'EnemySpawn', the middle section is empty, and the bottom section contains the text '+ Spawn()'. A blue arrow with a hollow triangular head points from the top edge of the 'EnemySpawn' box to the bottom edge of the 'Node2D' box, indicating that 'EnemySpawn' inherits from 'Node2D'.

EnemySpawn

+ Spawn()