

Node2D

```
classDiagram
    class Node2D {
    }
    class Room1 {
        +_Ready()
    }
    Room1 --|> 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. Below 'Node2D' is the 'Room1' class, represented by a gray box with a gray border, also divided into three horizontal sections. The top section contains the text 'Room1', the middle section is empty, and the bottom section contains the text '+ \_Ready()'. A blue arrow with an open triangular head points from the top of the 'Room1' box to the bottom of the 'Node2D' box, indicating that 'Room1' inherits from 'Node2D'.

Room1

+ \_Ready()