

GameSystem

```
classDiagram
    class GameSystem
    class AudioSystem
    class PhysicsSystem
    class RenderSystem
    GameSystem <|-- AudioSystem
    GameSystem <|-- PhysicsSystem
    GameSystem <|-- RenderSystem
```

The diagram illustrates a class hierarchy where GameSystem is the superclass. A horizontal line connects the three subclasses, with vertical lines extending upwards from each to a central point. From this point, an arrow points directly to the GameSystem box, indicating inheritance.

AudioSystem

PhysicsSystem

RenderSystem