

GameObject

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graph BT; Enemy --> GameObject; Item --> GameObject;
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'GameObject'. Below it, two boxes labeled 'Enemy' and 'Item' are positioned side-by-side. A horizontal line connects the top of these two boxes, and a vertical arrow points upwards from the center of this line to the bottom of the 'GameObject' box, indicating that both 'Enemy' and 'Item' inherit from 'GameObject'.

Enemy

Item