

GameEntity

```
classDiagram
    class GameEntity
    class Gun
    GameEntity <|-- Gun
```

A UML class diagram illustrating inheritance. The class 'GameEntity' is positioned at the top, and the class 'Gun' is positioned at the bottom. A vertical line with an open arrowhead points from 'Gun' to 'GameEntity', indicating that 'Gun' inherits from 'GameEntity'.

Gun