

GameEntity

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graph BT; Player --> Character; Character --> CollidingEntity; CollidingEntity --> GameEntity;
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The diagram illustrates a vertical hierarchy of four entities. At the base is 'Player', which points up to 'Character'. 'Character' points up to 'CollidingEntity', which in turn points up to 'GameEntity' at the top. Each entity is contained within a rectangular box, and the relationships are indicated by upward-pointing arrows.

CollidingEntity

Character

Player