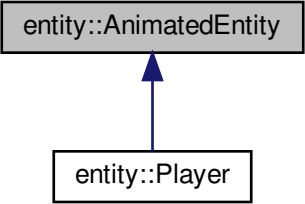


entity::AnimatedEntity



```
classDiagram
    class entity__Player["entity::Player"]
    class entity__AnimatedEntity["entity::AnimatedEntity"]
    entity__Player --|> entity__AnimatedEntity
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled 'entity::AnimatedEntity'. Below it is a white box labeled 'entity::Player'. A blue arrow points from the 'entity::Player' box up to the 'entity::AnimatedEntity' box, indicating that 'entity::Player' inherits from 'entity::AnimatedEntity'.

entity::Player