

entity::AnimatedEntity



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

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "entity::AnimatedEntity". The bottom box is gray with a black border and contains the text "entity::Player". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating a generalization or inheritance relationship.

entity::Player