

QObject

QGraphicsPixmapItem

gameScene_1_player

```
graph BT; gameScene_1_player --> QObject; gameScene_1_player --> QGraphicsPixmapItem;
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'gameScene_1_player'. Two arrows originate from the top of this box and point upwards to two separate boxes above it. The left box is labeled 'QObject' and the right box is labeled 'QGraphicsPixmapItem'. This indicates that 'gameScene_1_player' is a base class or superclass for both 'QObject' and 'QGraphicsPixmapItem'.