

VisualObject

```
classDiagram
    class VisualObject
    class Player
    Player --|> VisualObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "VisualObject". Below it is a gray rectangular box with a thick black border containing the text "Player". A vertical blue line connects the bottom of the "Player" box to the bottom center of the "VisualObject" box, ending in a solid blue triangular arrowhead pointing upwards towards the "VisualObject" box.

Player