



```
graph BT; CGame --> CScene
```

CScene

A diagram showing a class hierarchy. A light gray box labeled 'CScene' is at the top. A dark gray box labeled 'CGame' is at the bottom. A blue arrow points from the top of the 'CGame' box to the bottom of the 'CScene' box, indicating that 'CGame' inherits from 'CScene'.

CGame