

object



```
graph BT; A[robot.game_object.GameObject] --> B[object]
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box with a black border containing the text 'robot.game_object.GameObject'. A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box with a gray border at the top, which contains the text 'object'.

robot.game_object.GameObject