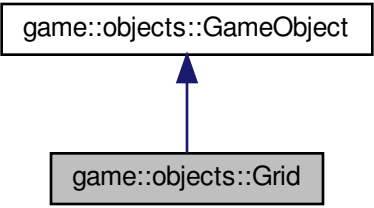


game::objects::GameObject



```
classDiagram
    class GameObject["game::objects::GameObject"]
    class Grid["game::objects::Grid"]
    Grid --|> GameObject
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "game::objects::GameObject". Below it is a gray rectangular box with a black border containing the text "game::objects::Grid". A blue arrow points vertically from the top of the "Grid" box to the bottom of the "GameObject" box, indicating that "Grid" inherits from "GameObject".

game::objects::Grid