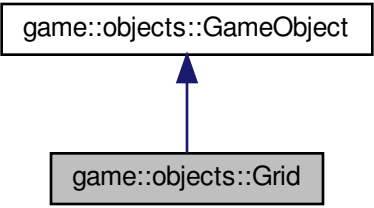


game::objects::GameObject



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

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'game::objects::GameObject'. The bottom box is gray with a black border and contains the text 'game::objects::Space'. A blue arrow points vertically from the top edge of the bottom box to the bottom edge of the top box, indicating an inheritance relationship where 'Space' inherits from 'GameObject'.

game::objects::Space