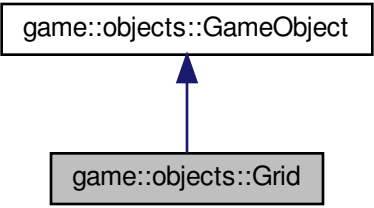


game::objects::GameObject



```
classDiagram
    class GameObject["game::objects::GameObject"]
    class Space["game::objects::Space"]
    Space --|> 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::Space'. A blue arrow points vertically from the top center of the 'Space' box to the bottom center of the 'GameObject' box, indicating that 'Space' inherits from 'GameObject'.

game::objects::Space