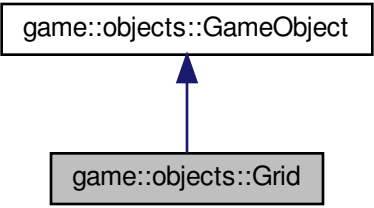


game::objects::GameObject



```
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