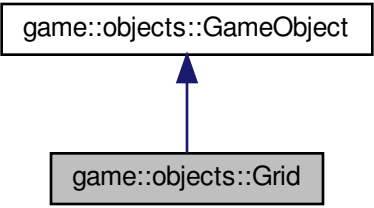


game::objects::GameObject



```
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 center of the gray box to the bottom center of the white box, indicating that "game::objects::Grid" inherits from "game::objects::GameObject".

game::objects::Grid