

ITakeDamage

```
classDiagram
    class ITakeDamage
    class PathedProjectile
    class Player
    class SimpleEnemyAi
    PathedProjectile --|> ITakeDamage
    Player --|> ITakeDamage
    SimpleEnemyAi --|> ITakeDamage
```

The diagram illustrates a class hierarchy where three classes inherit from a common interface. At the top is the 'ITakeDamage' interface. Below it are three classes: 'PathedProjectile', 'Player', and 'SimpleEnemyAi'. A horizontal line connects the three lower classes, and a vertical arrow points from this line up to the 'ITakeDamage' interface box, indicating that all three classes implement the 'ITakeDamage' interface.

PathedProjectile

Player

SimpleEnemyAi