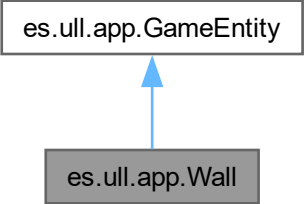


es.ull.app.GameEntity



```
graph BT; TimeFreeze[es.ull.app.TimeFreeze] --> GameEntity[es.ull.app.GameEntity];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'es.ull.app.TimeFreeze'. A blue arrow points upwards from this box to a white box at the top labeled 'es.ull.app.GameEntity'. This indicates that 'es.ull.app.TimeFreeze' inherits from or is a specialization of 'es.ull.app.GameEntity'.

es.ull.app.TimeFreeze