

GameEntity



```
classDiagram
    class GameEntity
    class Star
    Star --|> GameEntity
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "GameEntity". Below it is a gray rectangular box with a black border labeled "Star". A blue arrow points from the top of the "Star" box to the bottom of the "GameEntity" box, indicating that "Star" inherits from "GameEntity".

Star