

es.ull.app.GameEntity

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

The diagram illustrates a class hierarchy with three classes arranged vertically. At the bottom is 'es.ull.app.Ghost' in a grey box. A blue arrow points from it to 'es.ull.app.MovingEntity' in the middle white box. Another blue arrow points from 'es.ull.app.MovingEntity' to 'es.ull.app.GameEntity' at the top white box.

es.ull.app.MovingEntity

es.ull.app.Ghost