

GameObject

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graph BT; AngleShot --> LinearShot; LinearShot --> Shot; Shot --> GameObject
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The diagram illustrates a class hierarchy with four levels. At the bottom is 'AngleShot', which inherits from 'LinearShot'. 'LinearShot' inherits from 'Shot', which in turn inherits from 'GameObject' at the top. Each class is represented by a rectangular box with a thick black border, and the relationships are shown by upward-pointing arrows.

Shot

LinearShot

AngleShot