

```
std::enable_shared  
_from_this< roadfighter  
::Entity >
```

```
roadfighter::Entity
```

```
roadfighter::PlayerCar
```

```
roadfighterSFML::PlayerCar
```

```
graph BT; A[roadfighterSFML::PlayerCar] --> B[roadfighter::PlayerCar]; B --> C[roadfighter::Entity]; C --> D["std::enable_shared<br>_from_this< roadfighter::Entity >"];
```