

CharacterPrototype

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graph BT; AICharacter --> CharacterPrototype; PlayableCharacter --> CharacterPrototype;
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'CharacterPrototype'. Below it are two boxes, 'AICharacter' on the left and 'PlayableCharacter' on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the 'CharacterPrototype' box, ending in an arrowhead. This indicates that both 'AICharacter' and 'PlayableCharacter' inherit from 'CharacterPrototype'.

AICharacter

PlayableCharacter