

IUpdatable

```
graph BT; A[TriDevs.TriEngine2D.Interfaces.IGameComponent] --> B[IUpdatable];
```

A UML diagram showing an inheritance relationship. A white box at the top is labeled 'IUpdatable'. A blue arrow points upwards from a gray box at the bottom to the 'IUpdatable' box. The gray box contains the text 'TriDevs.TriEngine2D.Interfaces.IGameComponent'.

TriDevs.TriEngine2D.Interfaces.
IGameComponent