

BaseComponent

```
classDiagram
    class BaseComponent
    class Shooter
    Shooter --|> BaseComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "BaseComponent". Below it is a gray rectangular box with a black border labeled "Shooter". A vertical blue line connects the bottom of the "Shooter" box to the bottom of the "BaseComponent" box, ending in a blue triangular arrowhead pointing upwards towards "BaseComponent".

Shooter