

Observer

```
graph BT; CharacterObserver --|> Observer; FighterOnMapView --|> CharacterObserver;
```

A UML class diagram illustrating inheritance. At the top is the 'Observer' class. Below it is the 'CharacterObserver' class, which inherits from 'Observer' as indicated by a vertical arrow pointing upwards. At the bottom is the 'FighterOnMapView' class, which inherits from 'CharacterObserver' as indicated by another vertical arrow pointing upwards.

CharacterObserver

FighterOnMapView