

MovementStrategy

```
classDiagram
    class MovementStrategy
    class AggressorStrategy
    class FriendlyStrategy
    class HumanPlayerStrategy
    MovementStrategy <|-- AggressorStrategy
    MovementStrategy <|-- FriendlyStrategy
    MovementStrategy <|-- HumanPlayerStrategy
```

The diagram illustrates a class hierarchy. At the top is the 'MovementStrategy' class. Below it are three subclasses: 'AggressorStrategy', 'FriendlyStrategy', and 'HumanPlayerStrategy'. A horizontal line connects the three subclasses, and a vertical arrow points from this line up to the 'MovementStrategy' class, indicating inheritance.

AggressorStrategy

FriendlyStrategy

HumanPlayerStrategy