

gameModel::Object

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graph BT; gameModel::Keeper --> gameModel::Player; gameModel::Player --> gameModel::Object;
```

A UML class diagram showing a vertical hierarchy of three classes. The top class is 'gameModel::Object', the middle is 'gameModel::Player', and the bottom is 'gameModel::Keeper'. An upward-pointing arrow connects 'gameModel::Player' to 'gameModel::Object', and another upward-pointing arrow connects 'gameModel::Keeper' to 'gameModel::Player', indicating that both 'Player' and 'Keeper' inherit from 'Object'.

gameModel::Player

gameModel::Keeper