

gameModel::Object

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

A UML class diagram illustrating inheritance. It consists of three rectangular boxes arranged vertically. The top box is labeled 'gameModel::Object'. The middle box is labeled 'gameModel::Player'. The bottom box is labeled 'gameModel::Chaser'. A vertical arrow points from the bottom of the 'gameModel::Player' box to the bottom of the 'gameModel::Object' box. Another vertical arrow points from the bottom of the 'gameModel::Chaser' box to the bottom of the 'gameModel::Player' box. This indicates that 'gameModel::Player' inherits from 'gameModel::Object' and 'gameModel::Chaser' inherits from 'gameModel::Player'.

gameModel::Player

gameModel::Chaser