

gameController::Action

```
classDiagram
    class GameControllerAction["gameController::Action"]
    class GameControllerMove["gameController::Move"]
    class GameControllerShot["gameController::Shot"]
    GameControllerMove --|> GameControllerAction
    GameControllerShot --|> GameControllerAction
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'gameController::Action'. Below it, a horizontal line connects two boxes: 'gameController::Move' on the left and 'gameController::Shot' on the right. From the center of this horizontal line, an arrow points upwards to the bottom of the 'gameController::Action' box. To the left of the horizontal line, there are three vertical dots, indicating that there may be other classes in the hierarchy not shown.

gameController::Move

gameController::Shot