## CommandBase + CommandBase() + CommandBase() + CommandBase() + operator=() + operator=() + ~CommandBase() + execute() ConsoleCommand + ConsoleCommand() + ConsoleCommand() + ConsoleCommand() + operator=() + operator=() + ~ConsoleCommand() + execute() + initialize() **GodCamCommand** + GodCamCommand() + GodCamCommand() + GodCamCommand() + operator=() + operator=() + ~GodCamCommand() + execute()