

GameComponent

```
classDiagram
    class GameComponent
    class MovableComponent
    MovableComponent --|> GameComponent
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'GameComponent'. Below it is a gray rectangular box labeled 'MovableComponent'. A blue arrow points from the top of the 'MovableComponent' box to the bottom of the 'GameComponent' box, indicating that 'MovableComponent' inherits from 'GameComponent'.

MovableComponent