

AthenaEngine.Framework.Interfaces.IFocusable

```
graph BT; A[AthenaEngine.Framework.Interfaces.IFocusable] <|-- B[AthenaEngine.Framework.Gameplay.Character]; A <|-- C[AthenaEngine.Framework.Primitives.DrawableEntity]; C <|-- D[AthenaEngine.Framework.Gameplay.Character];
```

AthenaEngine.Framework.Gameplay.Character

AthenaEngine.Framework.Primitives.DrawableEntity

AthenaEngine.Framework.Gameplay.Character