

GameObject::GameObject

```
classDiagram
    class GameObject {
    }
    class Move {
    }
    class Piece {
    }
    Move --|> GameObject
    Piece --|> GameObject
```

A UML class diagram showing inheritance. At the top is a box labeled 'GameObject::GameObject'. Below it are two boxes: 'GameObject::Move' on the left and 'GameObject::Piece' on the right. A horizontal line connects the two bottom boxes, with a vertical line and an upward-pointing arrow from the center of this line to the bottom of the 'GameObject::GameObject' box, indicating that both 'Move' and 'Piece' inherit from 'GameObject'.

GameObject::Move

GameObject::Piece