

GameObject

```
classDiagram
    class GameObject
    class MoveableGameObject
    class PlayerCharacter
    MoveableGameObject --|> GameObject
    PlayerCharacter --|> GameObject
```

The diagram illustrates a class hierarchy. At the top is the 'GameObject' class. Below it are two subclasses: 'MoveableGameObject' on the left and 'PlayerCharacter' on the right. A horizontal line connects the two subclasses, with a vertical arrow pointing upwards from the center of this line to the 'GameObject' class, indicating that both are subclasses of 'GameObject'.

MoveableGameObject

PlayerCharacter