

GameObject

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

A UML class diagram illustrating inheritance. At the top is a box labeled 'GameObject'. Below it are two boxes: 'MoveableGameObject' on the left and 'PlayerCharacter' on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the 'GameObject' box. An arrow points from this vertical line up to the 'GameObject' box, indicating that both 'MoveableGameObject' and 'PlayerCharacter' inherit from 'GameObject'.

MoveableGameObject

PlayerCharacter