

GameObject.GameObject



```
classDiagram
    class GameObject
    class GameObject_GameObject["GameObject.GameObject"]
    GameObject --|> GameObject_GameObject
```

The diagram consists of two rectangular boxes. The top box contains the text 'GameObject.GameObject'. The bottom box contains the text 'GameObject.Player'. A vertical arrow points from the top edge of the bottom box to the bottom edge of the top box, indicating a relationship between the two classes.

GameObject.Player