

GameObject.GameObject

```
classDiagram
    class GameObject
    class Creature
    class Plant
    class Player
    Creature --|> GameObject
    Plant --|> GameObject
    Player --|> GameObject
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'GameObject.GameObject'. Below it are three boxes: 'GameObject.Creature' on the left, 'GameObject.Plant' in the center, and 'GameObject.Player' on the right. A horizontal line connects the three bottom boxes, and a vertical arrow points from the center of this line up to the 'GameObject.GameObject' box, indicating that Creature, Plant, and Player all inherit from GameObject.

GameObject.Creature

GameObject.Plant

GameObject.Player