

Level

GameEventListener

CharacterChooseLevel

```
graph BT; CCL[CharacterChooseLevel] --> L[Level]; CCL --> GE[GameEventListener];
```

The diagram illustrates a class hierarchy or implementation relationship. At the bottom, a box labeled 'CharacterChooseLevel' has two arrows pointing upwards to two boxes at the top: 'Level' on the left and 'GameEventListener' on the right. This indicates that 'CharacterChooseLevel' implements or inherits from both 'Level' and 'GameEventListener'.