

Level

GameEventListener

CreditsLevel

```
graph BT; CreditsLevel --> Level; CreditsLevel --> GameEventListener;
```

The diagram illustrates a class hierarchy. At the bottom is the 'CreditsLevel' class. Two arrows point upwards from 'CreditsLevel' to the 'Level' and 'GameEventListener' classes positioned above it, indicating that 'CreditsLevel' inherits from both 'Level' and 'GameEventListener'.