

Component

Pool::Poolable

com.quillraven.game.core.ecs.component.
AnimationComponent

```
graph BT; AC[com.quillraven.game.core.ecs.component.AnimationComponent] --> C[Component]; AC --> PP[Pool::Poolable];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box representing the base class, `com.quillraven.game.core.ecs.component.AnimationComponent`. Two blue arrows point upwards from this box to two white boxes above it. The left white box is labeled `Component`, and the right white box is labeled `Pool::Poolable`. This indicates that `AnimationComponent` inherits from both `Component` and `Pool::Poolable`.