

WorldObject

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graph BT; Sphere --> Obstacle; Obstacle --> WorldObject;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'WorldObject' class. Below it is the 'Obstacle' class, which inherits from 'WorldObject' as indicated by an upward-pointing arrow. At the bottom is the 'Sphere' class, which inherits from 'Obstacle' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with thick black borders.

Obstacle

Sphere