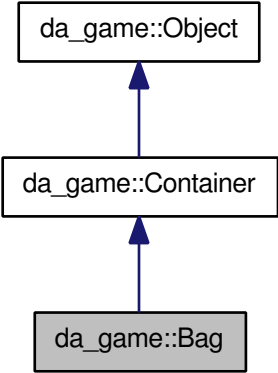


da_game::Object



```
graph BT; Bag[da_game::Bag] --> Container[da_game::Container]; Container --> Object[da_game::Object];
```

da_game::Container

da_game::Bag