

da\_game::Actor



```
classDiagram
    class da_game_VampireFactory["da_game::VampireFactory"]
    class da_game_Actor["da_game::Actor"]
    da_game_VampireFactory --|> da_game_Actor
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'da\_game::VampireFactory' with a light gray background. A blue arrow points vertically upwards from this box to a box labeled 'da\_game::Actor' at the top, which has a white background. Both boxes have black borders.

da\_game::VampireFactory