

da_game::Actor

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graph BT; Human[da_game::Human] --> Actor[da_game::Actor]; Wizard[da_game::Wizard] --> Human;
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The diagram illustrates a class hierarchy. At the top is the base class 'da_game::Actor'. Below it is the class 'da_game::Human', which inherits from 'da_game::Actor' as indicated by an upward-pointing arrow. At the bottom is the class 'da_game::Wizard', which inherits from 'da_game::Human' as indicated by an upward-pointing arrow. The 'da_game::Wizard' box is shaded gray, while the others are white.

da_game::Human

da_game::Wizard