

engine::gameobject::GameObject

engine::basiccar::BasicCar

engine::ia::IA

engine::playercar::PlayerCar

```
classDiagram
    class GameObject["engine::gameobject::GameObject"]
    class BasicCar["engine::basiccar::BasicCar"]
    class IA["engine::ia::IA"]
    class PlayerCar["engine::playercar::PlayerCar"]
    GameObject <|-- BasicCar
    BasicCar <|-- IA
    BasicCar <|-- PlayerCar
```