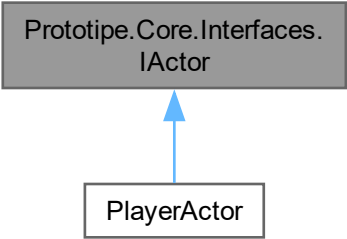


Prototipe.Core.Interfaces.
IActor



```
graph BT; PlayerActor --> IActor[Prototipe.Core.Interfaces.IActor];
```

A UML class diagram illustrating an inheritance or implementation relationship. At the top is a gray rectangular box representing the interface `Prototipe.Core.Interfaces.IActor`. Below it is a white rectangular box representing the class `PlayerActor`. A blue arrow points from the `PlayerActor` box up to the `IActor` box, indicating that `PlayerActor` implements the `IActor` interface.

PlayerActor