

GameObject

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graph BT; Player --> MovingObject; MovingObject --> GameObject
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'MovingObject' class, which inherits from 'GameObject' as indicated by an upward-pointing arrow. At the bottom is the 'Player' class, which inherits from 'MovingObject' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and white backgrounds, containing their names in a large, black, serif font.

MovingObject

Player