

Entity

```
graph BT; RemotePlayer --> BasePlayer; BasePlayer --> Entity;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'Entity' class. Below it is the 'BasePlayer' class, which inherits from 'Entity' as indicated by an upward-pointing arrow. At the bottom is the 'RemotePlayer' class, which inherits from 'BasePlayer' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

BasePlayer

RemotePlayer