

ColisionInterface

```
classDiagram
    class ColisionInterface
    class GameGestion
    GameGestion --|> ColisionInterface
```

The diagram illustrates a class hierarchy where GameGestion implements the ColisionInterface. The interface is represented by a gray-shaded box at the top, and the implementing class is a white box at the bottom. A blue arrow points from GameGestion up to ColisionInterface, indicating the direction of inheritance.

GameGestion