

IRedirectable

```
classDiagram
    class IRedirectable
    class Bola
    class SniperProjectile
    class SpawnTestObject
    Bola --|> IRedirectable
    SniperProjectile --|> IRedirectable
    SpawnTestObject --|> IRedirectable
```

The diagram illustrates a class hierarchy. At the top is the interface `IRedirectable`. Below it are three classes: `Bola`, `SniperProjectile`, and `SpawnTestObject`. Each of these three classes has a solid line with an open arrow pointing upwards to the `IRedirectable` interface, indicating that they implement or inherit from it. The classes are arranged horizontally, with `Bola` on the left, `SniperProjectile` in the center, and `SpawnTestObject` on the right. A horizontal line connects the three classes, and from the center of this line, an arrow points up to the `IRedirectable` interface.

Bola

SniperProjectile

SpawnTestObject