

hs::GameObject

```
graph BT; Cat[hs::Cat] --> GameObject[hs::GameObject]; Player[hs::Player] --> GameObject;
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'hs::GameObject'. Below it, two boxes labeled 'hs::Cat' and 'hs::Player' are positioned side-by-side. A horizontal line connects the top of these two boxes, and a vertical arrow points from the center of this line up to the bottom of the 'hs::GameObject' box, indicating that both 'hs::Cat' and 'hs::Player' inherit from 'hs::GameObject'.

hs::Cat

hs::Player