

Collectable



```
classDiagram
    class Collectable {
    }
    class MidnightBlue_Fuel {
        +Fuel()
        +Effect()
    }
    Collectable <|-- MidnightBlue_Fuel
```

The diagram illustrates a class hierarchy. At the top is the 'Collectable' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the class name 'Collectable', while the other two are empty. Below it is the 'MidnightBlue.Fuel' class, represented by a gray box with a black border and three horizontal compartments. The top compartment contains the class name 'MidnightBlue.Fuel', the middle compartment is empty, and the bottom compartment contains two methods: '+ Fuel()' and '+ Effect()'. A blue arrow with a hollow triangular head points from the 'MidnightBlue.Fuel' class up to the 'Collectable' class, indicating that 'MidnightBlue.Fuel' inherits from 'Collectable'.

MidnightBlue.Fuel

+ Fuel()  
+ Effect()