

GameObject

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graph BT; Enemy --> Character; Player --> Character; Character --> GameObject;
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A class hierarchy diagram. At the top is a box labeled 'GameObject'. Below it is a box labeled 'Character'. Below 'Character' are two boxes, 'Enemy' on the left and 'Player' on the right. A vertical arrow points from 'Character' up to 'GameObject'. A horizontal line connects the bottom of 'Enemy' and 'Player', with a vertical arrow pointing from this line up to 'Character', indicating inheritance.

Character

Enemy

Player