

TileManager

```
classDiagram
    class TileManager
    class TileManagerPacman
    class TileManagerWeapons
    TileManagerPacman --|> TileManager
    TileManagerWeapons --|> TileManager
```

The diagram illustrates a class hierarchy. At the top is the 'TileManager' class. Below it are two subclasses: 'TileManagerPacman' on the left and 'TileManagerWeapons' on the right. A horizontal line connects the two subclasses, with a vertical arrow pointing upwards from the center of this line to the 'TileManager' box, indicating that both subclasses inherit from the base class.

TileManagerPacman

TileManagerWeapons