

GameObject

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graph BT; Player --> Character; Character --> GameObject
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'Character' class, with an upward-pointing arrow indicating inheritance from 'Character' to 'GameObject'. At the bottom is the 'Player' class, with an upward-pointing arrow indicating inheritance from 'Player' to 'Character'.

Character

Player