

GameObject



```
classDiagram
    class GameObject
    class Earth
    Earth --|> GameObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "GameObject". Below it is a gray rectangular box with a black border labeled "Earth". A green arrow points from the top of the "Earth" box to the bottom of the "GameObject" box, indicating that "Earth" inherits from "GameObject".

Earth