

IUpdatable

```
classDiagram
    class IUpdatable
    class Furniture
    class ProjectPorcupineEntitiesCharacter["ProjectPorcupine.Entities.Character"]
    Furniture --|> IUpdatable
    ProjectPorcupineEntitiesCharacter --|> IUpdatable
```

A UML class diagram showing inheritance. At the top is a box labeled 'IUpdatable'. Below it are two boxes: 'Furniture' on the left and 'ProjectPorcupine.Entities.Character' on the right. A horizontal line connects the two bottom boxes, with a vertical line and an upward-pointing arrow from the center of this line to the bottom of the 'IUpdatable' box, indicating that both 'Furniture' and 'ProjectPorcupine.Entities.Character' inherit from 'IUpdatable'.

Furniture

ProjectPorcupine.Entities.Character