

GameObject

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graph BT; SpeedDemon --> Enemy; Enemy --> GameObject
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'Enemy' class, which inherits from 'GameObject' as indicated by an upward-pointing arrow. At the bottom is the 'SpeedDemon' class, which inherits from 'Enemy' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

Enemy

SpeedDemon