

GameObject.GameObject

```
classDiagram
    class GameObject_GameObject["GameObject.GameObject"]
    class GameObject_Mappable["GameObject.Mappable"]
    class GameObject_Fish["GameObject.Fish"]
    class GameObject_Tile["GameObject.Tile"]
    GameObject_GameObject <|-- GameObject_Mappable
    GameObject_GameObject <|-- GameObject_Fish
    GameObject_Mappable <|-- GameObject_Tile
```

GameObject.Mappable

GameObject.Fish

GameObject.Tile