

GameObject

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graph BT; Eel --> Pipe; Pipe --> Entity; Entity --> Drawable; Drawable --> GameObject
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The diagram illustrates a class hierarchy with five levels. At the bottom is 'Eel', followed by 'Pipe', 'Entity', 'Drawable', and 'GameObject' at the top. Each level is represented by a rectangular box, and they are connected by upward-pointing arrows, indicating that each lower class inherits from the one above it.

Drawable

Entity

Pipe

Eel