

GameObject

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graph BT; Eel --> Pipe; Pipe --> Entity; Entity --> Drawable; Drawable --> GameObject;
```

The diagram illustrates a class hierarchy with five levels. At the bottom is the 'Eel' class, which inherits from the 'Pipe' class above it. 'Pipe' inherits from 'Entity', which in turn inherits from 'Drawable'. Finally, 'Drawable' inherits from the 'GameObject' class at the top. Each class is represented by a rectangular box, and the inheritance relationships are shown by upward-pointing arrows connecting the boxes in a vertical sequence.

Drawable

Entity

Pipe

Eel