

GameObject

```
classDiagram
    class GameObject
    class Bird
    Bird --|> GameObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "GameObject". Below it is a gray rectangular box with a thin gray border containing the text "Bird". A blue arrow points vertically from the top of the "Bird" box to the bottom of the "GameObject" box, indicating that "Bird" inherits from "GameObject".

Bird