```
+-----------------------------------------------+
| static const QList                            |
| < QPair< DataRole, QVariant > >               |
|-----------------------------------------------|
|                                               |
|-----------------------------------------------|
|                                               |
+-----------------------------------------------+
                        |
                        |
                  +defaultData
                        |
                        ◇
+-----------------------------------------------+
| GameObjectSettings                            |
|   ::ProtagonistSettings                       |
|-----------------------------------------------|
|                                               |
|-----------------------------------------------|
| + static void setObject                       |
| (GameObject *obj)                             |
+-----------------------------------------------+
```