

Piece

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graph BT; Warrior --> MeleeSprite; MeleeSprite --> Sprite; Sprite --> MovablePiece; MovablePiece --> Piece;
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The diagram illustrates a class hierarchy with five levels. At the top is the 'Piece' class. Below it is 'MovablePiece', which inherits from 'Piece'. Below 'MovablePiece' is 'Sprite', which inherits from 'MovablePiece'. Below 'Sprite' is 'MeleeSprite', which inherits from 'Sprite'. At the bottom is 'Warrior', which inherits from 'MeleeSprite'. Each class is represented by a rectangular box with a black border, and the inheritance relationships are shown by upward-pointing arrows between the boxes.

MovablePiece

Sprite

MeleeSprite

Warrior