

Piece

```
graph BT; Hunter --> Creep; Creep --> MovablePiece; MovablePiece --> Piece;
```

The diagram illustrates a class hierarchy with four levels. At the bottom is the 'Hunter' class, which inherits from 'Creep'. 'Creep' inherits from 'MovablePiece', which in turn inherits from the base class 'Piece' at the top. Each class is represented by a rectangular box with a thick black border, and the relationships are indicated by upward-pointing arrows.

MovablePiece

Creep

Hunter