

Piece

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graph BT; Mage[Mage] --> RangedSprite[RangedSprite]; RangedSprite --> Sprite[Sprite]; Sprite --> MovablePiece[MovablePiece]; MovablePiece --> Piece[Piece];
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The diagram illustrates a class hierarchy with five levels. At the base is 'Mage', which inherits from 'RangedSprite'. 'RangedSprite' inherits from 'Sprite', which in turn inherits from 'MovablePiece'. Finally, 'MovablePiece' inherits from 'Piece' at the top of the hierarchy. Each class is represented by a rectangular box with a black border, and the relationships are indicated by upward-pointing arrows.

MovablePiece

Sprite

RangedSprite

Mage