

pacman_game.model.shape.
Shape

```
graph BT; Circle[pacman_game.model.circle.Circle] --> Shape[pacman_game.model.shape.Shape]; Rect[pacman_game.model.rect.Rect] --> Shape;
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled 'pacman_game.model.shape.Shape'. Below it are two white boxes: 'pacman_game.model.circle.Circle' on the left and 'pacman_game.model.rect.Rect' on the right. Blue arrows point from each of these bottom boxes up to the 'Shape' box, indicating that both 'Circle' and 'Rect' inherit from 'Shape'.

pacman_game.model.circle.
Circle

pacman_game.model.rect.Rect