

Object



```
graph BT; LittleQuest_Enemy[LittleQuest::Enemy] --> Object[Object];
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "Object". Below it is a gray rectangular box with a black border labeled "LittleQuest::Enemy". A blue arrow points vertically from the top center of the "LittleQuest::Enemy" box to the bottom center of the "Object" box, indicating that "LittleQuest::Enemy" inherits from "Object".

LittleQuest::Enemy