

IMovingGameObject

```
classDiagram
    class IMovingGameObject
    class IPlayer
    class PlayerLogic
    IPlayer --|> IMovingGameObject
    PlayerLogic --|> IPlayer
```

A UML class diagram illustrating inheritance. At the top is the class 'IMovingGameObject'. Below it is 'IPlayer', with a vertical arrow pointing from 'IPlayer' up to 'IMovingGameObject', indicating that 'IPlayer' inherits from 'IMovingGameObject'. At the bottom is 'PlayerLogic', with a vertical arrow pointing from 'PlayerLogic' up to 'IPlayer', indicating that 'PlayerLogic' inherits from 'IPlayer'.

IPlayer

PlayerLogic