

game::Base

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graph BT; Swarm[game::Swarm] --> AlienBase[game::AlienBase]; AlienBase --> Base[game::Base];
```

A UML class diagram illustrating inheritance. It consists of three rectangular boxes arranged vertically. The top box is labeled 'game::Base'. The middle box is labeled 'game::AlienBase'. The bottom box is labeled 'game::Swarm'. A vertical arrow points from the bottom of the 'game::AlienBase' box to the bottom of the 'game::Base' box. Another vertical arrow points from the bottom of the 'game::Swarm' box to the bottom of the 'game::AlienBase' box. This indicates that 'game::Swarm' inherits from 'game::AlienBase', which in turn inherits from 'game::Base'.

game::AlienBase

game::Swarm