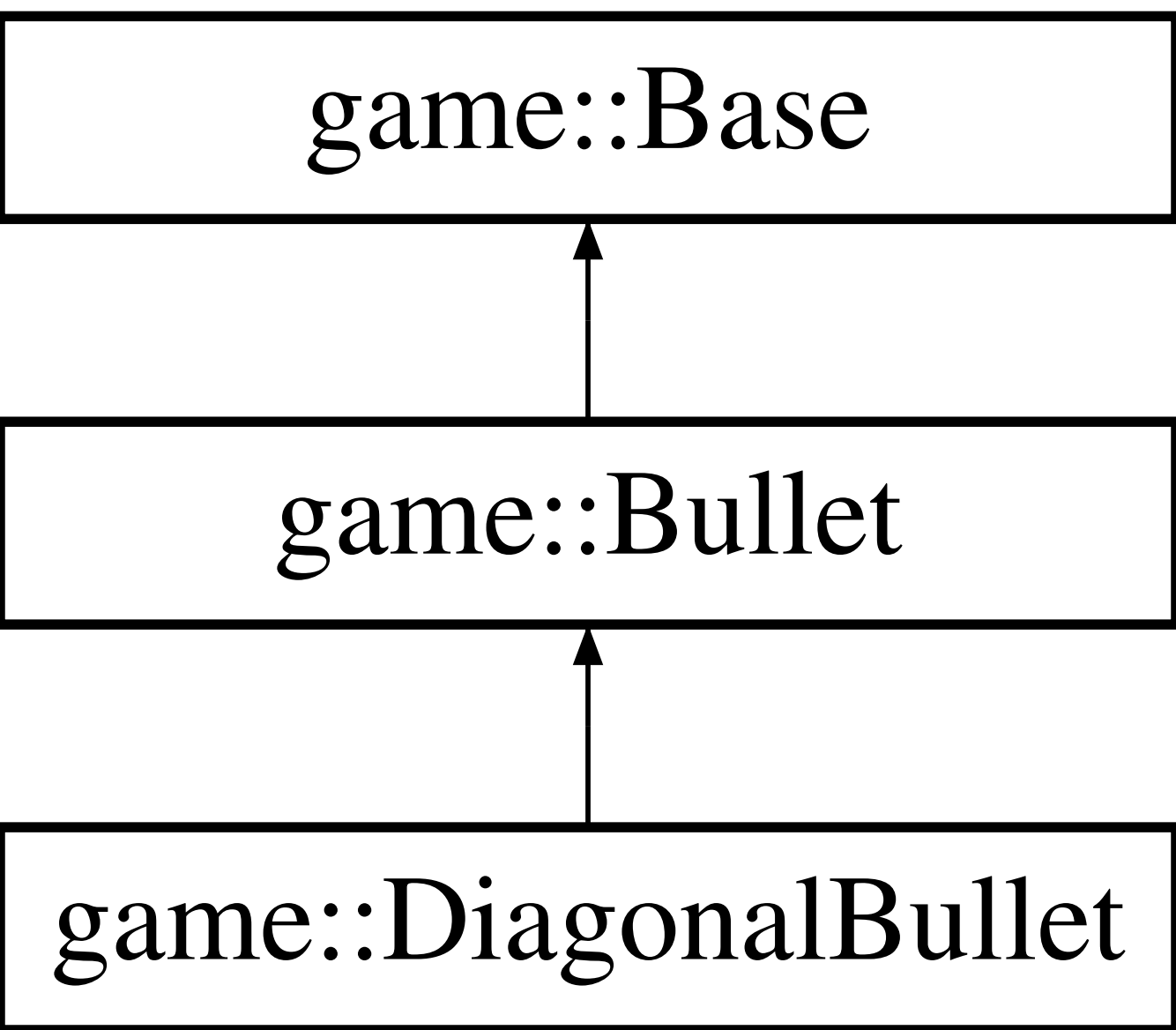


game::Base



```
graph BT; DB[game::DiagonalBullet] --> B[game::Bullet]; B --> Base[game::Base]
```

game::Bullet

game::DiagonalBullet