

GameObject

```
graph BT; BrokenShip --> FlappyMovement; FlappyMovement --> GameObject;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'GameObject' class. Below it is the 'FlappyMovement' class, which inherits from 'GameObject' as indicated by an upward-pointing arrow. At the bottom is the 'BrokenShip' class, which inherits from 'FlappyMovement' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

FlappyMovement

BrokenShip