

GameObject

```
graph BT; BallShot --> Shot; LineShot --> Shot; Shot --> GameObject
```

A class hierarchy diagram. At the top is a box labeled 'GameObject'. Below it is a box labeled 'Shot'. Below 'Shot' are two boxes, 'BallShot' on the left and 'LineShot' on the right. An arrow points from 'Shot' up to 'GameObject'. A horizontal line connects the bottom of 'BallShot' and 'LineShot', with an arrow pointing from this line up to 'Shot', indicating inheritance.

Shot

BallShot

LineShot