

RobotFootballCore::Interfaces::IPositionedObject

```
classDiagram
    class IPositionedObject {
    }
    class Player {
        +PlayerSize
        +Player()
        +DrawToField()
    }
    Player --|> IPositionedObject
```

The diagram shows a class hierarchy. At the top is the interface `RobotFootballCore::Interfaces::IPositionedObject`, represented by a rectangle with three empty compartments. Below it is the class `RobotFootballCore::Objects::Player`, represented by a shaded rectangle with three compartments. A blue arrow with an open triangular head points from the `Player` class to the `IPositionedObject` interface, indicating that `Player` inherits from or implements `IPositionedObject`.

RobotFootballCore::Objects::Player

+ PlayerSize

+ Player()

+ DrawToField()