

IDrawableObjects



```
graph BT; CosmicDefenderGameLevel[CosmicDefender.GameLevel] --> IDrawableObjects
```

A UML class diagram showing an inheritance relationship. The class 'IDrawableObjects' is at the top, and 'CosmicDefender.GameLevel' is at the bottom. A blue arrow points from 'CosmicDefender.GameLevel' to 'IDrawableObjects', indicating that 'CosmicDefender.GameLevel' inherits from 'IDrawableObjects'.

CosmicDefender.GameLevel