

Entity

```
graph BT; A["CosmicDefender.Animation.Animation"] --> B["Entity"];
```

A UML class diagram illustrating inheritance. A gray-shaded box at the bottom represents the class 'CosmicDefender.Animation.Animation'. A blue arrow points from this box to a white box at the top labeled 'Entity', indicating that 'CosmicDefender.Animation.Animation' inherits from 'Entity'.

CosmicDefender.Animation.  
Animation