

olc::PixelGameEngine



```
classDiagram
    GameManager --|> olc::PixelGameEngine
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'GameManager'. A blue arrow points upwards from 'GameManager' to a box at the top labeled 'olc::PixelGameEngine'. This indicates that 'GameManager' inherits from 'olc::PixelGameEngine'.

GameManager