

Exception



```
graph BT; A[PaoGame.CustomExceptions.ValueStoreException] --> B[Exception];
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'Exception'. Below it is a larger box labeled 'PaoGame.CustomExceptions.ValueStoreException'. A blue arrow points from the bottom of the lower box up to the bottom of the 'Exception' box, indicating that 'PaoGame.CustomExceptions.ValueStoreException' inherits from 'Exception'.

PaoGame.CustomExceptions.
ValueStoreException