

PaooGame.HUD.HUD



```
classDiagram
    class PaooGame_HUD_HUD["PaooGame.HUD.HUD"]
    class PaooGame_HUD_PauseButton["PaooGame.HUD.PauseButton"]
    PaooGame_HUD_PauseButton --|> PaooGame_HUD_HUD
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "PaooGame.HUD.HUD". Below it is a gray rectangular box with a black border containing the text "PaooGame.HUD.PauseButton". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "PaooGame.HUD.PauseButton" inherits from "PaooGame.HUD.HUD".

PaooGame.HUD.PauseButton