

CasterController

```
classDiagram
    class CasterController
    class PlayerController
    PlayerController --|> CasterController
```

A UML class diagram showing inheritance. At the top is a white box labeled 'CasterController'. Below it is a gray box labeled 'PlayerController'. A blue arrow points from the bottom of the 'PlayerController' box to the bottom of the 'CasterController' box, indicating that 'PlayerController' inherits from 'CasterController'.

PlayerController