

BaseGameState< BattleState >



```
graph BT; BaseBattleState --> BaseGameState["BaseGameState< BattleState >"]
```

A UML class diagram illustrating inheritance. At the bottom is a class box for 'BaseBattleState' with a light gray fill. A solid blue arrow points vertically upwards from the center of the 'BaseBattleState' box to the center of the 'BaseGameState< BattleState >' box, which is positioned above it and has a white fill. Both boxes have black borders.

BaseBattleState