

CasterController



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

A UML class diagram illustrating inheritance. At the top is a box labeled 'CasterController' with a light gray fill and a black border. Below it is a box labeled 'PlayerController' with a white fill and a black border. A solid blue arrow points vertically from the bottom center of the 'PlayerController' box to the bottom center of the 'CasterController' box, indicating that 'PlayerController' inherits from 'CasterController'.

PlayerController