

bridges.games.GameBase

bridges.connect.KeypressListener

bridges.games.BlockingGame

```
classDiagram
    class GameBase["bridges.games.GameBase"]
    class KeypressListener["bridges.connect.KeypressListener"]
    class BlockingGame["bridges.games.BlockingGame"]
    GameBase <|-- BlockingGame
    GameBase <|-- KeypressListener
    GameBase --> KeypressListener
```

The diagram illustrates the relationships between three classes. At the top, two boxes represent 'bridges.games.GameBase' on the left and 'bridges.connect.KeypressListener' on the right. Below them, centered, is a box for 'bridges.games.BlockingGame'. A horizontal line with upward-pointing arrowheads at both ends connects the two top boxes, indicating a bidirectional relationship or inheritance. A vertical line descends from the center of this horizontal line to the top of the 'bridges.games.BlockingGame' box, indicating that 'BlockingGame' inherits from 'GameBase'.