

bridges.games.GameBase

```
classDiagram
    class GameBase["bridges.games.GameBase"]
    class BlockingGame["bridges.games.BlockingGame"]
    class NonBlockingGame["bridges.games.NonBlockingGame"]
    GameBase <|-- BlockingGame
    GameBase <|-- NonBlockingGame
```

bridges.games.BlockingGame

bridges.games.NonBlockingGame