

GameState



```
classDiagram
    GameStatePaused --|> GameState
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled 'GameState'. Below it is a gray rectangular box labeled 'GameStatePaused'. A vertical blue arrow points from the top of the 'GameStatePaused' box to the bottom of the 'GameState' box, indicating that 'GameStatePaused' inherits from 'GameState'.

GameStatePaused