

USaveGame



```
graph BT; UFirstSaveGame --> USaveGame
```

A UML class diagram illustrating inheritance. The class `UFirstSaveGame` is shown at the bottom in a shaded box, and the class `USaveGame` is shown at the top in an unshaded box. A solid blue arrow points from `UFirstSaveGame` to `USaveGame`, indicating that `UFirstSaveGame` inherits from `USaveGame`.

UFirstSaveGame