

AGameModeBase



```
classDiagram
    class AGameModeBase
    class AFirstProjectGameModeBase
    AFirstProjectGameModeBase --|> AGameModeBase
```

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

AFirstProjectGameModeBase