

PirateGame::Menu



```
graph BT; A[PirateGame::IslandMenu] --> B[PirateGame::Menu];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'PirateGame::IslandMenu'. A blue arrow points upwards from this box to a white box at the top labeled 'PirateGame::Menu'. This indicates that 'PirateGame::IslandMenu' inherits from 'PirateGame::Menu'.

PirateGame::IslandMenu