

GameStateManager



```
classDiagram
    class GameStateManager
    class AimTrainerWorld["AimTrainer::World"]
    AimTrainerWorld --|> GameStateManager
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "GameStateManager". Below it is a gray rectangular box with a black border containing the text "AimTrainer::World". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "AimTrainer::World" inherits from "GameStateManager".

AimTrainer::World