

PirateGame::Menu



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

The diagram illustrates an inheritance relationship between two classes. At the bottom is a gray rectangular box labeled "PirateGame::InGameHUD". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box at the top labeled "PirateGame::Menu".

PirateGame::InGameHUD