

GameStateManager



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

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

AimTrainer::World