

PirateGame::Menu



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

The diagram illustrates a class hierarchy. At the bottom is a gray rectangular box labeled "PirateGame::OptionsMenu". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box above it, which is labeled "PirateGame::Menu". This indicates that "PirateGame::OptionsMenu" inherits from "PirateGame::Menu".

PirateGame::OptionsMenu