

ResponseSource

```
classDiagram
    class ResponseSource
    class PlayerState
    PlayerState --|> ResponseSource
```

A UML class diagram showing inheritance. At the top is a white rectangular box labeled 'ResponseSource'. Below it is a gray rectangular box labeled 'PlayerState'. A blue arrow points from the top of the 'PlayerState' box to the bottom of the 'ResponseSource' box, indicating that 'PlayerState' inherits from 'ResponseSource'.

PlayerState