

```
graph BT; GameplayGUI --> Observer
```

Observer

A UML class diagram showing a vertical inheritance relationship. At the top is a box labeled 'Observer' with a light gray fill and a black border. Below it is a box labeled 'GameplayGUI' with a white fill and a black border. A solid blue arrow points from the bottom of the 'GameplayGUI' box to the bottom of the 'Observer' box, indicating that 'GameplayGUI' inherits from 'Observer'.

GameplayGUI