

Menu

```
graph BT; DialogueMenu --> GameMenu; GameMenu --> Menu;
```

The diagram illustrates a class hierarchy with three levels. At the top is the 'Menu' class. Below it is the 'GameMenu' class, which inherits from 'Menu' as indicated by an upward-pointing arrow. At the bottom is the 'DialogueMenu' class, which inherits from 'GameMenu' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

GameMenu

DialogueMenu