

Menu

```
graph BT; MainMenu[MainMenu] --> GameMenu[GameMenu]; GameMenu --> Menu[Menu];
```

The diagram illustrates a hierarchical structure of menu components. At the bottom is a solid-bordered box labeled 'MainMenu'. An upward-pointing arrow connects 'MainMenu' to a dashed-bordered box labeled 'GameMenu'. Another upward-pointing arrow connects 'GameMenu' to a solid-bordered box labeled 'Menu' at the top.

GameMenu

MainMenu