

Serializable

```
graph BT; A[game.board.BoardState] --> B[Serializable];
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled 'game.board.BoardState'. A blue arrow points vertically upwards from the center of this box to the bottom center of a white rectangular box with a gray border labeled 'Serializable' at the top.

game.board.BoardState