

AGameModeBase

```
classDiagram
    AWarriorBaseGameMode --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'AGameModeBase'. Below it is a gray box labeled 'AWarriorBaseGameMode'. A blue arrow points from the gray box up to the white box, indicating that 'AWarriorBaseGameMode' inherits from 'AGameModeBase'.

AWarriorBaseGameMode