

IModuleInterface

```
graph BT; A[FFrameworkGameplayDebuggerModule] --> B[IModuleInterface];
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled "FFrameworkGameplayDebuggerModule". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box at the top labeled "IModuleInterface".

FFrameworkGameplayDebugger
Module