

USaveGame



```
classDiagram
    class USaveGame
    class UMGSaveGame
    UMGSaveGame --|> USaveGame
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a thin gray border containing the text 'USaveGame'. Below it is a gray rectangular box with a thick black border containing the text 'UMGSaveGame'. A solid blue arrow points vertically from the top edge of the 'UMGSaveGame' box to the bottom edge of the 'USaveGame' box, indicating that 'UMGSaveGame' inherits from 'USaveGame'.

UMGSaveGame