

GameState

```
classDiagram
    GameState <|-- BaseMenuState
    BaseMenuState <|-- EndGameState
```

The diagram illustrates a class hierarchy. At the top is the 'GameState' class, enclosed in a dashed rectangular border. Below it is the 'BaseMenuState' class, enclosed in a solid rectangular border. At the bottom is the 'EndGameState' class, also enclosed in a solid rectangular border. A solid vertical arrow points from the top of the 'BaseMenuState' box to the bottom of the 'GameState' box, indicating that 'BaseMenuState' inherits from 'GameState'. Another solid vertical arrow points from the top of the 'EndGameState' box to the bottom of the 'BaseMenuState' box, indicating that 'EndGameState' inherits from 'BaseMenuState'.

BaseMenuState

EndGameState