

GameState

```
graph BT; SingleMenuState --> BaseMenuState; BaseMenuState --> GameState;
```

The diagram illustrates a class hierarchy. At the top is a dashed box labeled 'GameState'. Below it is a solid box labeled 'BaseMenuState'. At the bottom is another solid box labeled 'SingleMenuState'. A vertical arrow points from the top of 'BaseMenuState' to the bottom of 'GameState'. Another vertical arrow points from the top of 'SingleMenuState' to the bottom of 'BaseMenuState'.

BaseMenuState

SingleMenuState