

GameState

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

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

BaseMenuState

SingleMenuState