

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 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