

GameStateInterface



```
classDiagram
    class GameStateInterface
    class DebugState
    DebugState --|> GameStateInterface
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'GameStateInterface'. Below it is a box labeled 'DebugState'. A vertical arrow points from the 'DebugState' box up to the 'GameStateInterface' box, indicating that 'DebugState' inherits from 'GameStateInterface'.

DebugState