

DemoRunner



```
graph BT; GameLife --> DemoRunner
```

A UML class diagram showing inheritance. A gray box labeled 'GameLife' is at the bottom, and a white box labeled 'DemoRunner' is at the top. A blue arrow points from the bottom of 'GameLife' to the bottom of 'DemoRunner', indicating that 'GameLife' inherits from 'DemoRunner'.

GameLife