

GameState

```
graph BT; ExitState --> GameState
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "GameState". Below it is a gray rectangular box with a black border containing the text "ExitState". A blue arrow points vertically from the top of the "ExitState" box to the bottom of the "GameState" box, indicating that ExitState inherits from GameState.

ExitState