

GameState



```
graph BT; Part2State[Part2State] --> GameState[GameState]
```

A diagram illustrating a class hierarchy. At the bottom is a gray rectangular box labeled "Part2State". A blue arrow points vertically upwards from the top center of the "Part2State" box to the bottom center of a white rectangular box labeled "GameState" at the top. Both boxes have a thin black border.

Part2State