

GameState

```
graph BT; MenuState --> 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 "MenuState". A blue arrow points vertically from the top center of the "MenuState" box to the bottom center of the "GameState" box, indicating that MenuState inherits from GameState.

MenuState