

BaseGameState

```
classDiagram
    BaseGameState <|-- IntroState
    BaseGameState <|-- MainGameState
    BaseGameState <|-- MenuState
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'BaseGameState'. Below it are three boxes: 'IntroState' on the left, 'MainGameState' in the center, and 'MenuState' on the right. A horizontal line connects the three lower boxes, and a vertical arrow points from the center of this line up to the 'BaseGameState' box, indicating that the three lower classes inherit from the base class.

IntroState

MainGameState

MenuState