

IScreen



```
graph BT; A[Swordsman_Saga.GameElements.Screens.KeyBindingsScreen] --> B[IScreen];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box representing the 'Swordsman_Saga.GameElements.Screens.KeyBindingsScreen' class. A blue arrow points vertically upwards from this box to a white box at the top labeled 'IScreen', indicating that 'KeyBindingsScreen' inherits from 'IScreen'.

Swordsman_Saga.GameElements.
Screens.KeyBindingsScreen