

IHud



```
graph BT; A[Swordsman_Saga.GameElements.Screens.HUDs.RessourceHud] --> B[IHud];
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'IHud'. Below it is a larger box labeled 'Swordsman_Saga.GameElements.Screens.HUDs.RessourceHud'. A blue arrow points from the bottom of the lower box to the bottom of the upper box, indicating that 'RessourceHud' inherits from 'IHud'.

Swordsman_Saga.GameElements.
Screens.HUDs.RessourceHud