

IHud

```
classDiagram
    class IHud
    class TroopSelectionOverlay["Swordsman_Saga.GameElements.Screens.HUDs.TroopSelectionOverlay"]
    TroopSelectionOverlay --|> IHud
```

Swordsman\_Saga.GameElements.  
Screens.HUDs.TroopSelectionOverlay