

std::exception



```
classDiagram
    class std_exception["std::exception"]
    class GameError
    GameError --|> std_exception
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin gray border containing the text "std::exception". Below it is a gray rectangular box with a thick black border containing the text "GameError". A solid blue arrow points vertically from the top center of the "GameError" box to the bottom center of the "std::exception" box, indicating that GameError inherits from std::exception.

GameError