

ServerResponse



```
classDiagram
    class ServerResponse
    class GameEvent
    GameEvent --|> ServerResponse
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border labeled "ServerResponse". Below it is a gray rectangular box with a black border labeled "GameEvent". A solid blue arrow points vertically from the top center of the "GameEvent" box to the bottom center of the "ServerResponse" box, indicating that "GameEvent" inherits from "ServerResponse".

GameEvent