

ClientRequest



```
graph BT; JoinGame --|> ClientRequest
```

A UML class diagram showing inheritance. A box labeled 'JoinGame' is at the bottom, and a box labeled 'ClientRequest' is at the top. A blue arrow points from the top of 'JoinGame' to the bottom of 'ClientRequest', indicating that 'JoinGame' inherits from 'ClientRequest'.

JoinGame