

ServerResponse



```
graph BT; Q[QuitGameEvent] --> S[ServerResponse];
```

A UML class diagram showing an inheritance relationship. The class 'QuitGameEvent' is represented by a light gray box at the bottom, and the class 'ServerResponse' is represented by a white box at the top. A solid blue arrow points from the bottom of 'QuitGameEvent' to the bottom of 'ServerResponse', indicating that 'QuitGameEvent' inherits from 'ServerResponse'.

QuitGameEvent