

Jr::GameState



```
graph BT; JrPlayingState[Jr::PlayingState] --> JrGameState[Jr::GameState];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'Jr::PlayingState'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box labeled 'Jr::GameState' at the top. The arrow indicates that 'Jr::PlayingState' inherits from 'Jr::GameState'.

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