

gamestates.State

gamestates.Statemethods

gamestates.Loadgame

```
graph BT; Loadgame[gamestates.Loadgame] --> State[gamestates.State]; Loadgame --> Statemethods[gamestates.Statemethods];
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled 'gamestates.Loadgame'. Two blue arrows originate from the top of this box: one points diagonally up and to the left to a white box labeled 'gamestates.State', and the other points diagonally up and to the right to a white box labeled 'gamestates.Statemethods'. This indicates that 'gamestates.Loadgame' is the superclass or base class for both 'gamestates.State' and 'gamestates.Statemethods'.