

gamestates.State

gamestates.Statemethods

gamestates.GameOverOverlay

```
graph BT; GOO[gamestates.GameOverOverlay] --> S[gamestates.State]; GOO --> SM[gamestates.Statemethods];
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled 'gamestates.GameOverOverlay'. Two blue arrows point upwards from this box to two white boxes above it. The left white box is labeled 'gamestates.State' and the right white box is labeled 'gamestates.Statemethods'. This indicates that 'gamestates.GameOverOverlay' inherits from both 'gamestates.State' and 'gamestates.Statemethods'.