

gamestates.State

gamestates.Statemethods

gamestates.LevelFinished
Overlay

```
graph BT; A[gamestates.LevelFinished Overlay] --> B[gamestates.State]; A --> C[gamestates.Statemethods];
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled 'gamestates.LevelFinished Overlay'. 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.LevelFinished Overlay' inherits from both 'gamestates.State' and 'gamestates.Statemethods'.