

gamestates.State

gamestates.Statemethods

gamestates.Playing

```
graph BT; gamestates.Playing --> gamestates.State; gamestates.Playing --> gamestates.Statemethods;
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'gamestates.Playing' with a gray background. Two blue arrows point upwards from this box to two white boxes above it: 'gamestates.State' on the left and 'gamestates.Statemethods' on the right. This indicates that 'gamestates.Playing' is a base class or parent for both 'gamestates.State' and 'gamestates.Statemethods'.