

AGameModeBase



```
classDiagram
    class AGameModeBase
    class ATankGameModeBase
    ATankGameModeBase --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled 'AGameModeBase'. Below it is a gray rectangular box labeled 'ATankGameModeBase'. A blue arrow points from the top of the 'ATankGameModeBase' box to the bottom of the 'AGameModeBase' box, indicating that 'ATankGameModeBase' inherits from 'AGameModeBase'.

ATankGameModeBase