

NetworkManager



```
classDiagram
    class NetworkManager
    class GameServer
    GameServer --|> NetworkManager
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled "NetworkManager". Below it is a gray rectangular box labeled "GameServer". A vertical blue line connects the bottom center of the "GameServer" box to the bottom center of the "NetworkManager" box, ending in a solid blue triangular arrowhead pointing upwards towards "NetworkManager".

GameServer