

NetworkManager

```
classDiagram
    GameClient --|> NetworkManager
```

A UML class diagram showing a vertical inheritance relationship. At the top is a white rectangular box with a black border containing the text "NetworkManager". Below it is a gray rectangular box with a black border containing the text "GameClient". A solid blue arrow points vertically from the top center of the "GameClient" box to the bottom center of the "NetworkManager" box, indicating that "GameClient" inherits from "NetworkManager".

GameClient