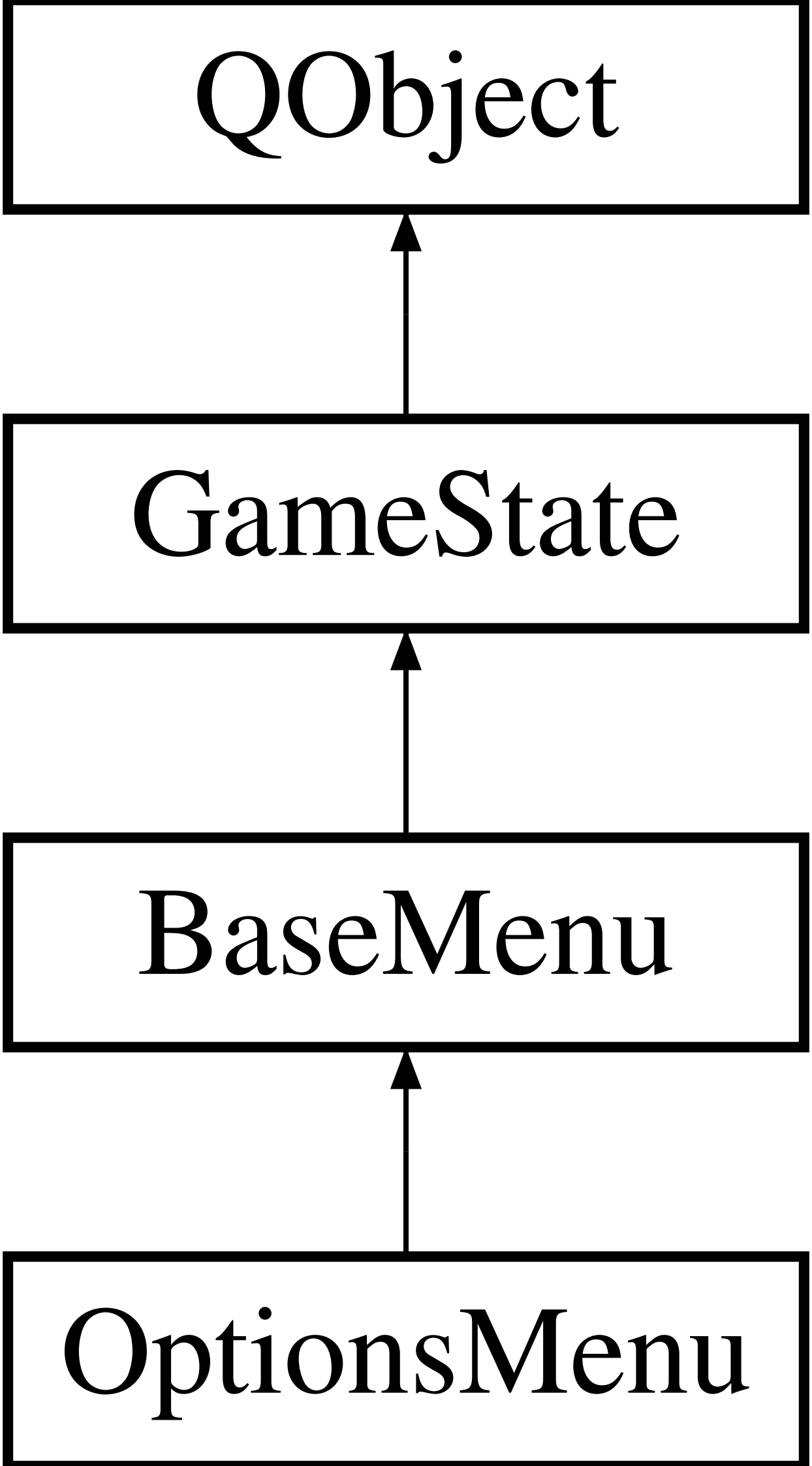
QObject
GameState
BaseMenu
OptionsMenu