

Screen

```
classDiagram
    class Screen
    class GameOverScreen["com.brentaureli.mariobros.Screens.GameOverScreen"]
    GameOverScreen --|> Screen
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'Screen'. Below it is a larger box labeled 'com.brentaureli.mariobros.Screens.GameOverScreen'. A blue arrow points from the bottom of the 'GameOverScreen' box up to the bottom of the 'Screen' box, indicating that 'GameOverScreen' inherits from 'Screen'.

com.brentaureli.mariobros.
Screens.GameOverScreen