

Game



```
graph BT; Bomberman[com.ychstudio.Bomberman] --> Game[Game];
```

A UML class diagram illustrating inheritance. A gray box at the bottom is labeled 'com.ychstudio.Bomberman'. A blue arrow points vertically upwards from this box to a white box at the top labeled 'Game'. The arrow indicates that 'com.ychstudio.Bomberman' inherits from 'Game'.

com.ychstudio.Bomberman