

TimeFormatComponent

```
classDiagram
    class TimeFormatComponent
    class AiParameters
    class GameSettings
    AiParameters --|> TimeFormatComponent
    GameSettings --|> TimeFormatComponent
```

A UML class diagram showing inheritance. At the top is a box labeled 'TimeFormatComponent'. Below it are two boxes, 'AiParameters' on the left and 'GameSettings' on the right. A horizontal line connects the two bottom boxes, with a vertical line extending upwards from its center to the bottom of the 'TimeFormatComponent' box, ending in an arrowhead pointing upwards.

AiParameters

GameSettings