

GameScreen



```
classDiagram
    class GameScreen
    class HelProject_UI_SplashScreen["HelProject.UI.SplashScreen"]
    HelProject_UI_SplashScreen --|> GameScreen
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'GameScreen'. Below it is a gray box labeled 'HelProject.UI.SplashScreen'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'HelProject.UI.SplashScreen' inherits from 'GameScreen'.

HelProject.UI.SplashScreen