

GameScreen



```
graph BT; MenuScreen[HelProject.UI.Menu.MenuScreen] --> GameScreen[GameScreen];
```

A UML class diagram showing an inheritance relationship. A box labeled 'GameScreen' is at the top. A box labeled 'HelProject.UI.Menu.MenuScreen' is at the bottom. A blue arrow points from the bottom box to the top box, indicating that 'HelProject.UI.Menu.MenuScreen' inherits from 'GameScreen'.

HelProject.UI.Menu.MenuScreen