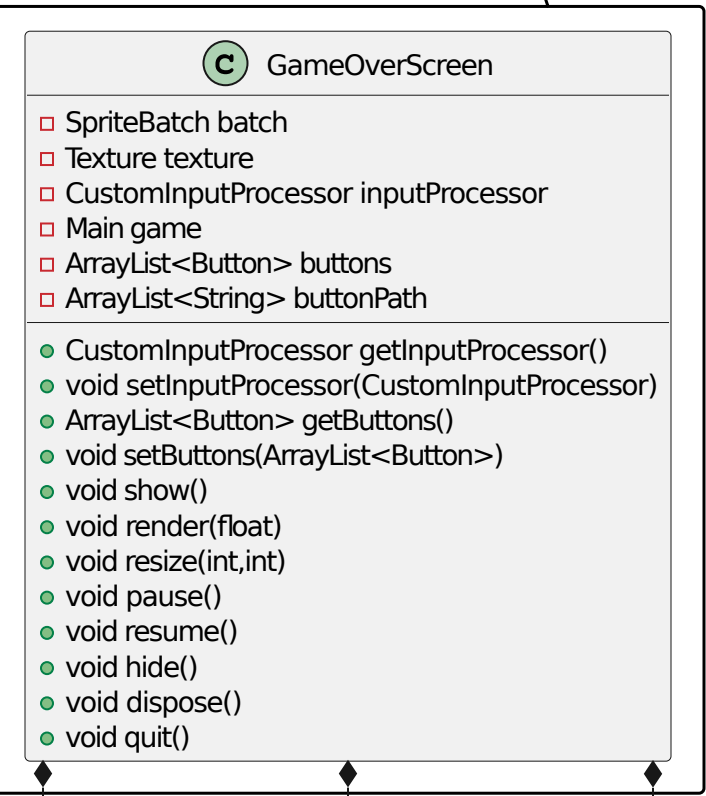


GameOverScreen Class Composition Relations

com.mygdx.game.game.screens.game

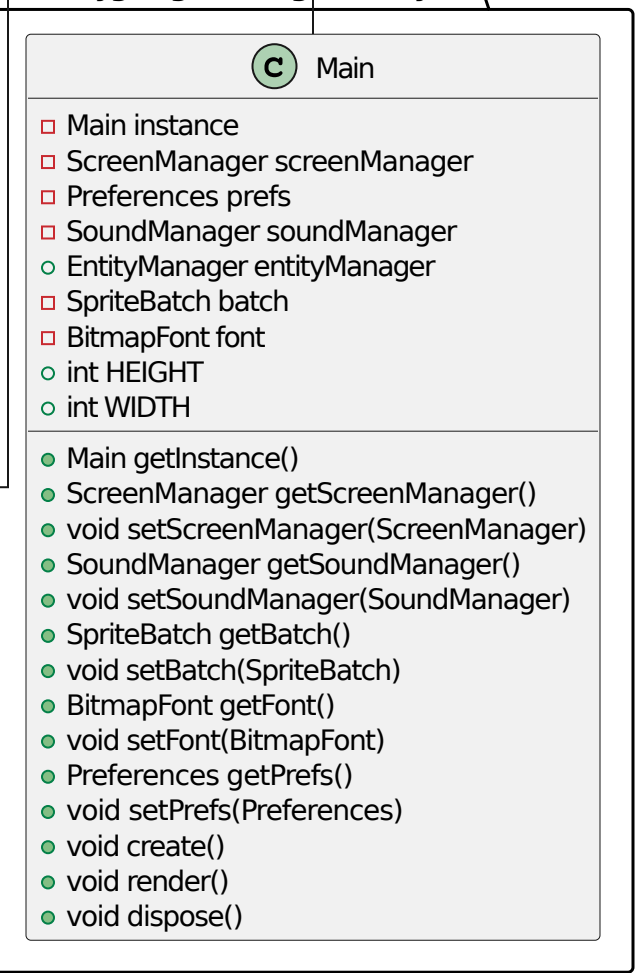


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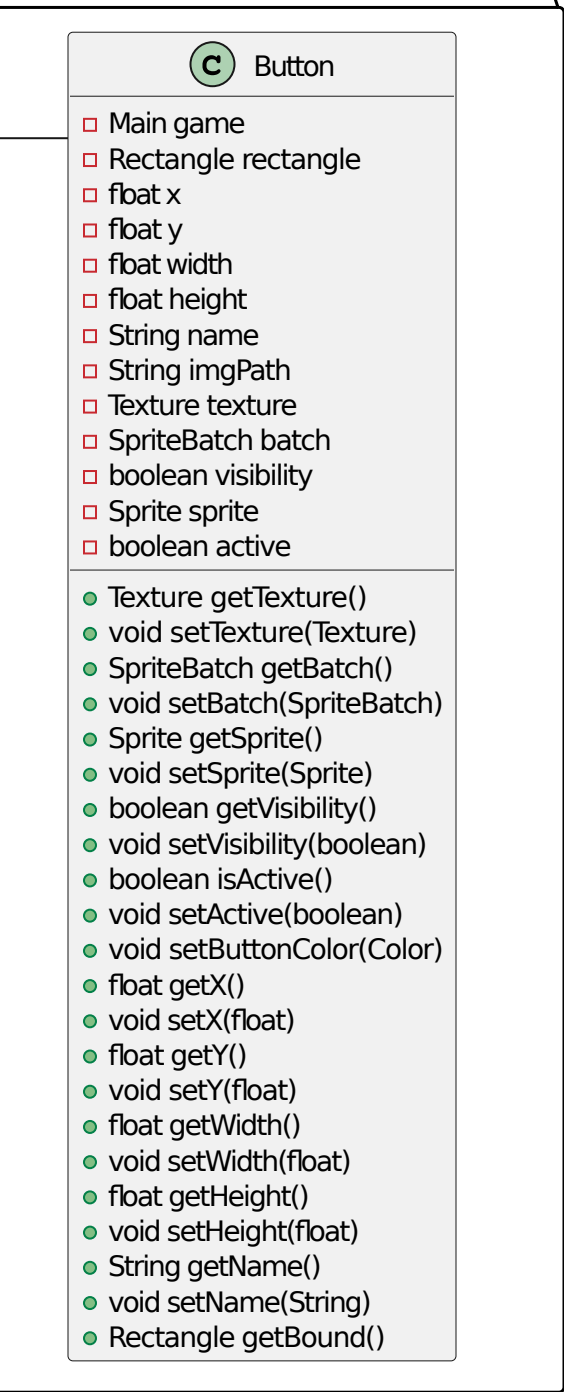
has

has many

com.mygdx.game.engine.lifecycle



com.mygdx.game.game.components.ui



com.mygdx.game.engine.input

