

Form



```
graph BT; game.StartMenu --|> Form
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box with a black border containing the text "game.StartMenu". A vertical blue line with a triangular arrowhead points upwards from the top center of this box to the bottom center of a white rectangular box with a gray border at the top. The white box contains the text "Form".

game.StartMenu