

Game



```
classDiagram
    class Game
    class MarioGame["nl.arjanfrans.mario.MarioGame"]
    MarioGame --|> Game
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'Game'. Below it is a box labeled 'nl.arjanfrans.mario.MarioGame'. A blue arrow points from the 'nl.arjanfrans.mario.MarioGame' box up to the 'Game' box, indicating that 'MarioGame' inherits from 'Game'.

nl.arjanfrans.mario.MarioGame