

GameSave

```
classDiagram
    class GameSave
    class LocalGameSave["TilesWalk.Gameplay.Persistence.LocalGameSave"]
    LocalGameSave --|> GameSave
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'GameSave'. Below it is a larger, shaded box labeled 'TilesWalk.Gameplay.Persistence.LocalGameSave'. A blue arrow points from the shaded box up to the 'GameSave' box, indicating that 'LocalGameSave' inherits from 'GameSave'.

TilesWalk.Gameplay.Persistence.  
LocalGameSave