

AGameModeBase

```
classDiagram
    class AGameModeBase {
    }
    class AScarletGameMode {
        + AScarletGameMode()
    }
    AScarletGameMode --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is the 'AGameModeBase' class, represented by a white box with a thin grey border. It is divided into three horizontal sections: the top section contains the class name, and the two bottom sections are empty. Below it is the 'AScarletGameMode' class, represented by a grey box with a thin grey border. It is also divided into three horizontal sections: the top section contains the class name, the middle section is empty, and the bottom section contains the method signature '+ AScarletGameMode()'. A blue arrow with an open triangular head points from the top of the 'AScarletGameMode' box to the bottom of the 'AGameModeBase' box, indicating that 'AScarletGameMode' inherits from 'AGameModeBase'.

AScarletGameMode

+ AScarletGameMode()