

ServerTest

```
graph TD; ServerTest -- 1 --> GameEngineServer;
```

A UML class diagram showing a directed association between two classes. The class 'ServerTest' is at the top, enclosed in a light blue box with a thick black border. The class 'GameEngineServer' is at the bottom, enclosed in a light blue box with a red border. A blue arrow points from 'ServerTest' down to 'GameEngineServer'. A small blue number '1' is positioned next to the arrowhead, indicating a multiplicity of 1 at the 'GameEngineServer' end of the association.

GameEngineServer