

:GameGUI

```
graph TD; GameGUI[":GameGUI"] --- Button[":Button"]; GameGUI --- Panel1[":Panel"]; GameGUI --- Label[":Label"]; Panel1 --- Panel2[":Panel"]; Panel1 --- Ellipsis["..."]; Ellipsis --- Panel3[":Panel"];
```

:Button

:Panel

:Label

:Panel

...

:Panel