

GameMode

```
classDiagram
    Pvp --|> GameMode
```

A UML class diagram showing a vertical inheritance relationship. The base class, 'GameMode', is in a box at the top. The derived class, 'Pvp', is in a box at the bottom. A solid vertical line with an open arrowhead points from the 'Pvp' box to the 'GameMode' box, indicating that 'Pvp' inherits from 'GameMode'.

Pvp