

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 at the top connects the bottom of the 'Pvp' box to the bottom of the 'GameMode' box, indicating that 'Pvp' inherits from 'GameMode'.

Pvp