

AGameModeBase



```
classDiagram
    class AGameModeBase
    class AMainGameMode
    AMainGameMode --|> AGameModeBase
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'AGameModeBase'. Below it is a gray box labeled 'AMainGameMode'. A blue arrow points from the 'AMainGameMode' box up to the 'AGameModeBase' box, indicating that 'AMainGameMode' inherits from 'AGameModeBase'.

AMainGameMode