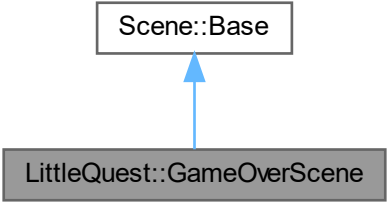


Scene::Base



```
classDiagram
    class SceneBase["Scene::Base"]
    class LittleQuestGameOverScene["LittleQuest::GameOverScene"]
    LittleQuestGameOverScene --|> SceneBase
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a black border containing the text "Scene::Base". Below it is a gray rectangular box with a black border containing the text "LittleQuest::GameOverScene". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "LittleQuest::GameOverScene" inherits from "Scene::Base".

LittleQuest::GameOverScene