

e2XD::framework::IGameConfig



```
classDiagram
    class IGameConfig["e2XD::framework::IGameConfig"]
    class DefaultGameConfig["e2XD::framework::DefaultGameConfig"]
    DefaultGameConfig --|> IGameConfig
```

The diagram illustrates an inheritance relationship. A light gray box at the top represents the base interface `e2XD::framework::IGameConfig`. A darker gray box at the bottom represents the concrete implementation `e2XD::framework::DefaultGameConfig`. A blue arrow points from the bottom box to the top box, indicating that `DefaultGameConfig` inherits from `IGameConfig`.

e2XD::framework::Default
GameConfig