

ISerializing

```
classDiagram
    class ISerializing
    class GameState
    class GameStatePlayer["GameState.Player"]
    GameState --|> ISerializing
    GameStatePlayer --|> ISerializing
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'ISerializing'. Below it are two boxes: 'GameState' on the left and 'GameState.Player' on the right. A horizontal line connects the top of these two boxes, with a vertical line and an upward-pointing arrow extending from the center of this line to the bottom of the 'ISerializing' box, indicating that both 'GameState' and 'GameState.Player' inherit from 'ISerializing'.

GameState

GameState.Player