

gameOverOption

```
graph BT; exitGame --> gameOverOption; playAgain --> gameOverOption; returnMenu --> gameOverOption;
```

A UML class diagram showing inheritance. The class 'gameOverOption' is at the top. Below it are three classes: 'exitGame', 'playAgain', and 'returnMenu'. Arrows point from each of these three classes up to 'gameOverOption', indicating that they inherit from it.

exitGame

playAgain

returnMenu