

AGameModeBase



```
classDiagram
    class AGameModeBase
    class ASimpleShooterGameModeBase
    ASimpleShooterGameModeBase --|> AGameModeBase
```

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

ASimpleShooterGameModeBase