

PlayerBaseState

```
classDiagram
    class PlayerBaseState
    class CosmicDefenderStatePlayerFastState["CosmicDefender.State.PlayerFastState"]
    CosmicDefenderStatePlayerFastState --|> PlayerBaseState
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'PlayerBaseState'. Below it is a gray box labeled 'CosmicDefender.State.PlayerFastState'. A blue arrow points from the gray box up to the white box, indicating that the gray box inherits from the white box.

CosmicDefender.State.Player
FastState