

Screen

```
classDiagram
    class Screen
    class MenuScreen["battle.gui.MenuScreen"]
    MenuScreen --|> Screen
```

A UML class diagram showing an inheritance relationship. At the top is a box labeled 'Screen'. Below it is a box labeled 'battle.gui.MenuScreen'. A blue arrow points from the 'battle.gui.MenuScreen' box up to the 'Screen' box, indicating that 'battle.gui.MenuScreen' inherits from 'Screen'.

battle.gui.MenuScreen