

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PlayPressKeyEffect {
        - m_inputActionReference
        - m_pressKeyEffectController
        + Update()
        + SerializeFieldSetting()
    }
    PlayPressKeyEffect --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points upwards from the 'PlayPressKeyEffect' class to the 'MonoBehaviour' class, indicating inheritance.

PlayPressKeyEffect

- m_inputActionReference
- m_pressKeyEffectController
- Update()
- SerializeFieldSetting()