

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SceneTransitionManager {
        +m_sceneName
        +SceneChange()
        +SceneChange()
        -Method()
    }
    MonoBehaviour <|-- SceneTransitionManager
```

The diagram shows 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. At the bottom is the 'SceneTransitionManager' class, represented by a shaded rectangle with four horizontal compartments. The top compartment contains the class name. The second compartment contains the attribute '+ m\_sceneName'. The third compartment contains the method '+ SceneChange()'. The fourth compartment contains the method '- Method()'. A blue arrow with an open triangular head points from the 'SceneTransitionManager' class up to the 'MonoBehaviour' class, indicating inheritance.

SceneTransitionManager

+ m\_sceneName

+ SceneChange()

+ SceneChange()

- Method()