

MonoBehaviour

```
graph BT; MonoBehaviour[MonoBehaviour]; WeaponAttack[WeaponAttack]; DaggerThrowAttack[DaggerThrowAttack]; SwordAttack[SwordAttack]; WeaponAttack --> MonoBehaviour; DaggerThrowAttack --> WeaponAttack; SwordAttack --> WeaponAttack;
```

WeaponAttack

DaggerThrowAttack

SwordAttack