

UnityEngine

```
graph BT; OriginalScene[OriginalScene] --> UnityEngine[UnityEngine]; CollisionDetectionScene[CollisionDetectionScene] -.-> OriginalScene;
```

The diagram illustrates a class hierarchy and management structure. At the top is a box labeled 'UnityEngine'. Below it is a box labeled 'CollisionDetectionScene'. A dashed purple arrow points from 'CollisionDetectionScene' up to 'UnityEngine'. To the right of this arrow, the text 'OriginalScene' is written above the word 'scene'.

OriginalScene  
scene

CollisionDetectionScene