

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class LookAtCamera["Beavir.Businesslogic.Utilities.LookAtCamera"] {
        - playerCamera
        - Start()
        - Update()
    }
    LookAtCamera --|> 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 from the 'LookAtCamera' class below to the 'MonoBehaviour' class, indicating inheritance. The 'LookAtCamera' class is represented by a rectangle with three horizontal compartments. The top compartment contains the full namespace and class name. The bottom two compartments contain a list of attributes and methods, each preceded by a hyphen.

Beavir.Businesslogic.Utilities.  
LookAtCamera

- playerCamera
- Start()
- Update()