

MonoBehaviour



```
classDiagram
    GameManager --> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a thin grey border containing the text 'MonoBehaviour'. Below it is a grey rectangular box with a thick black border containing the text 'GameManager'. A solid blue arrow points vertically from the top edge of the 'GameManager' box to the bottom edge of the 'MonoBehaviour' box, indicating that 'GameManager' inherits from 'MonoBehaviour'.

GameManager