

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class GameMaster
    GameMaster --|> MonoBehaviour
```

A UML class diagram illustrating inheritance. 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 'GameMaster'. A solid blue arrow points vertically from the top center of the 'GameMaster' box to the bottom center of the 'MonoBehaviour' box, indicating that 'GameMaster' inherits from 'MonoBehaviour'.

GameMaster