

MonoBehaviour

```
graph BT; TriggerFinishTagCondition --> GameplayWinCondition; GameplayWinCondition --> GameplayCondition; GameplayCondition --> MonoBehaviour;
```

The diagram illustrates a class hierarchy with four levels. At the top is 'MonoBehaviour'. Below it is 'GameplayCondition', which inherits from 'MonoBehaviour' (indicated by an upward arrow). Below 'GameplayCondition' is 'GameplayWinCondition', which inherits from 'GameplayCondition' (indicated by an upward arrow). At the bottom is 'TriggerFinishTagCondition', which inherits from 'GameplayWinCondition' (indicated by an upward arrow). All classes are enclosed in rectangular boxes with black borders.

GameplayCondition

GameplayWinCondition

TriggerFinishTagCondition