

MonoBehaviour

```
graph BT; DeathCondition --> GameplayFailCondition; GameplayFailCondition --> GameplayCondition; GameplayCondition --> MonoBehaviour;
```

The diagram illustrates a class hierarchy with four levels. At the top is 'MonoBehaviour', followed by 'GameplayCondition', then 'GameplayFailCondition', and finally 'DeathCondition' at the bottom. Vertical arrows point upwards from each level to the one above it, indicating that each lower class inherits from the one above.

GameplayCondition

GameplayFailCondition

DeathCondition