

MonoBehaviour

```
graph BT; A[CollectCollectiblesCondition] --> B[GameplayWinCondition]; B --> C[GameplayCondition]; C --> D[MonoBehaviour];
```

The diagram illustrates a class hierarchy with four levels. At the base is 'CollectCollectiblesCondition', which inherits from 'GameplayWinCondition'. 'GameplayWinCondition' inherits from 'GameplayCondition', which in turn inherits from 'MonoBehaviour' at the top. Each class is represented by a rectangular box, and the inheritance relationships are shown by upward-pointing arrows connecting the boxes in a vertical sequence.

GameplayCondition

GameplayWinCondition

CollectCollectiblesCondition