

MonoBehaviour

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

The diagram illustrates a class hierarchy with four levels. At the top is 'MonoBehaviour'. Below it is 'GameplayCondition', which has an upward-pointing arrow from 'GameplayFailCondition'. Below 'GameplayCondition' is 'GameplayFailCondition', which has an upward-pointing arrow from 'DeathCondition'. At the bottom is 'DeathCondition'. All boxes are rectangular with black borders and black text.

GameplayCondition

GameplayFailCondition

DeathCondition