

MonoBehaviour

ITakeDamage

PathedProjectile

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graph BT; PathedProjectile --> MonoBehaviour; PathedProjectile --> ITakeDamage;
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'PathedProjectile'. Two arrows originate from the top of this box and point upwards to two separate boxes above it. The left box is labeled 'MonoBehaviour' and the right box is labeled 'ITakeDamage'. This indicates that 'PathedProjectile' inherits from or implements both 'MonoBehaviour' and 'ITakeDamage'.