

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class MoveSceneController {
        +SelectContents()
        +SelectGameScene()
        +LoadContents()
        +ReturnLauncherPage()
    }
    MoveSceneController --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'MoveSceneController' class, represented by a grey box with a black border and three horizontal compartments. The top compartment contains the class name. The middle compartment is empty. The bottom compartment contains four public methods, each preceded by a '+' sign: 'SelectContents()', 'SelectGameScene()', 'LoadContents()', and 'ReturnLauncherPage()'. A blue arrow with an open triangular head points from the bottom of the 'MoveSceneController' box to the bottom of the 'MonoBehaviour' box, indicating that 'MoveSceneController' inherits from 'MonoBehaviour'.

MoveSceneController

- + SelectContents()
- + SelectGameScene()
- + LoadContents()
- + ReturnLauncherPage()