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MonoBehaviour
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C2M2.Simulation.Diffusion
            Manager
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+ diffusionConstantInputField
+ reactionConstantInputField
+ betaInputField
+ gaussianHeight
+ gaussianStdDev
+ pointInfoPrefab
+ DiffusionConstant
+ ReactionConstant
+ Beta
+ activeDiffusion
+ gaussAddCond
+ gaussSubCond
- diffusionConstant
- reactionConstant
- beta
- objectManager
- gaussAddCondRoutine
- gaussSubCondRoutine
```

```
+ Initialize()
+ CreateDiffusion()
+ CreateGaussAddCond()
+ CreateGaussSubCond()
+ PlayGaussAddCond()
+ PlayGaussSubCond()
+ StopGaussAddCond()
+ StopGaussSubCond()
+ RaycasterHotColor()
+ RaycasterColdColor()
and 10 more...
- Awake()
```