

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class RoomEntryPoint {
        + RoomScript
        - roomScript
    }
    RoomEntryPoint --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue line with an open triangle arrow points from the 'RoomEntryPoint' class below to the 'MonoBehaviour' class. The 'RoomEntryPoint' class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains the attributes '+ RoomScript' and '- roomScript'. The bottom compartment is empty.

RoomEntryPoint

+ RoomScript
- roomScript