

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class ExitGameScript {
        + ReturnToMenu()
    }
    ExitGameScript --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with a thin grey border. It is divided into three horizontal sections: the top section contains the class name, and the two bottom sections are empty. Below it is the 'ExitGameScript' class, represented by a grey box with a thick black border, also divided into three horizontal sections. The top section contains the class name, the middle section is empty, and the bottom section contains the method signature '+ ReturnToMenu()'. A blue arrow with an open triangular head points from the top of the 'ExitGameScript' box to the bottom of the 'MonoBehaviour' box, indicating that 'ExitGameScript' inherits from 'MonoBehaviour'.

ExitGameScript

+ ReturnToMenu()