

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class MainMenuScript {
        -gameSetUp
        -gameSetUpGO
        +QuitGame()
        +PlayGame()
        +StartGame()
        +StartAIDemo()
        +LoadTestSence()
        -Awake()
    }
    MainMenuScript --|> 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 'MainMenuScript' class below to the 'MonoBehaviour' class, indicating inheritance.

MainMenuScript

- gameSetUp  
- gameSetUpGO

+ QuitGame()  
+ PlayGame()  
+ StartGame()  
+ StartAIDemo()  
+ LoadTestSence()  
- Awake()