

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class WinScreenScript {
        - murdererCard
        - roomCard
        - weaponCard
        - winText
        - cardManager
        - roundManager
        - Awake()
        - OnEnable()
    }
    WinScreenScript --|> MonoBehaviour
```

The diagram illustrates 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 arrow with an open triangular head points from the 'WinScreenScript' class below to the 'MonoBehaviour' class. The 'WinScreenScript' class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a list of private fields, each preceded by a hyphen. The bottom compartment contains a list of public methods, each preceded by a hyphen.

WinScreenScript

- murdererCard
- roomCard
- weaponCard
- winText
- cardManager
- roundManager

- Awake()
- OnEnable()