

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpriteManager {
        + chunk
        + biomeDungeon
        + biomeForsaken
        + biomeCavern
        + biomeRuins
        + biomeCrypt
        + borderShaded
        + shadowSmall
        + shadowMedium
        + shadowLarge
        + and 17 more...
    }
    MonoBehaviour <|-- SpriteManager
```

The diagram shows a class hierarchy where SpriteManager inherits from MonoBehaviour. The MonoBehaviour class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'MonoBehaviour'. The middle and bottom compartments are empty. The SpriteManager class is represented by a rectangle with three horizontal compartments. The top compartment contains the class name 'SpriteManager'. The middle compartment contains a list of attributes, each preceded by a plus sign: '+ chunk', '+ biomeDungeon', '+ biomeForsaken', '+ biomeCavern', '+ biomeRuins', '+ biomeCrypt', '+ borderShaded', '+ shadowSmall', '+ shadowMedium', '+ shadowLarge', and 'and 17 more...'. The bottom compartment is empty. A blue arrow with an open triangular head points from the top of the SpriteManager class to the bottom of the MonoBehaviour class, indicating inheritance.

SpriteManager

- + chunk
- + biomeDungeon
- + biomeForsaken
- + biomeCavern
- + biomeRuins
- + biomeCrypt
- + borderShaded
- + shadowSmall
- + shadowMedium
- + shadowLarge
- and 17 more...