

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class PlayerController {
        +_hungriness
        +_walkingSpeed
        +_jumpingPower
        +NotifyEvent()
        +HandleInput()
        +Move()
        +Attack()
        +Jump()
        +Interact()
        -Start()
    }
    MonoBehaviour <|-- PlayerController
```

The diagram illustrates a class hierarchy where PlayerController inherits from MonoBehaviour. MonoBehaviour is the base class, and PlayerController is the derived class. PlayerController has three private attributes and eight public methods.

PlayerController

+ \_hungriness  
+ \_walkingSpeed  
+ \_jumpingPower

+ NotifyEvent()  
+ HandleInput()  
+ Move()  
+ Attack()  
+ Jump()  
+ Interact()  
- Start()