

MonoBehaviour

```
graph BT; A[TilesWalk.Gameplay.Level.UI.DeactivateOnLevelMapFinishCondition] --> B[MonoBehaviour];
```

A UML class diagram illustrating inheritance. At the top is a white box labeled 'MonoBehaviour'. Below it is a grey box containing the text 'TilesWalk.Gameplay.Level.' and 'UI.DeactivateOnLevelMapFinishCondition'. A blue arrow points from the top of the grey box up to the bottom of the 'MonoBehaviour' box, indicating that the grey box inherits from 'MonoBehaviour'.

TilesWalk.Gameplay.Level.
UI.DeactivateOnLevelMapFinishCondition