

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class BiomeGenerator {
        + waterThreshold
        + biomeNoiseSettings
        + domainWarping
        + startLayerHandler
        + additionalLayerHandler
        + ProcessChunkColumn()
    }
    BiomeGenerator --|> 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 a hollow triangular head points upwards from the 'BiomeGenerator' class to the 'MonoBehaviour' class, indicating inheritance.

BiomeGenerator

- + waterThreshold
- + biomeNoiseSettings
- + domainWarping
- + startLayerHandler
- + additionalLayerHandler
- + ProcessChunkColumn()