

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class AStarPathFinder {
        + maze
        + closedColor
        + openColor
        + start
        + end
        + pathP
        + enemy
        + player
    }
    AStarPathFinder --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a white box with three horizontal compartments. Below it is the 'AStarPathFinder' class, represented by a grey box with three horizontal compartments. A blue arrow with an open triangular head points from the top compartment of 'AStarPathFinder' to the bottom compartment of 'MonoBehaviour', indicating inheritance.

AStarPathFinder

- + maze
- + closedColor
- + openColor
- + start
- + end
- + pathP
- + enemy
- + player