```
MonoBehaviour
      \Delta \Delta
                     Chores
             + isAtSink
             + isAtCabinet
             + finishedDishTask
             + isDoneSink
             + isAtBed
             + finishedBedTask
             + isNearPickableObject
             + layerMask

    TaskComplete

             + doneSweepTask
             + inSweepZone
             + washDishTask
             + makeBedTask
             + sweepTask
             + wipeTask
             + waterTask
             + dustTask
             + trashTask
             + toyTask
             and 21 more...
             + HandleAnimator()
             + SetOutlineVisibility()
             + GetObject()
             + PutBack()
             + WashDishes()
             + PutDishesAway()
             + MakeBed()
             + PickToy()
             + CleanToy()
             + ClearTrash()
             + SweepFloor()
             + WipeWindow()
             + WaterPlant()
             + DustCabinet()
             + OpenFridge()
              +humanChore
      Bed

    + TaskComplete

+ humanPlayer

    taskPending

+ shirt1
+ book2
+ book3
```