

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Cabinet {
        +TaskComplete
        +humanChore
        +humanPlayer
        +taskPending
        +cabinetMesh
    }
    Cabinet --|> MonoBehaviour
```

The diagram shows 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. At the bottom is the 'Cabinet' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a list of five attributes, each preceded by a '+' sign. The bottom compartment is empty. A blue arrow with an open triangular head points from the 'Cabinet' class to the 'MonoBehaviour' class, indicating inheritance.

Cabinet

- + TaskComplete
- + humanChore
- + humanPlayer
- + taskPending
- + cabinetMesh