```
MonoBehaviour
                    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
    Cabinet
+ TaskComplete
+ humanPlayer

    taskPending

+ cabinetMesh
```