

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class RollicSDK_Core_EventProcessor["RollicSDK.Core.EventProcessor"]
    RollicSDK_Core_EventProcessor --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a box for 'RollicSDK.Core.EventProcessor' with three compartments. The top compartment contains the class name. The bottom compartment contains a public method: '+ void Initialize(EventQueue queue, INetworkManager networkManager, RollicSDKConfig config)'. A blue arrow with an open triangle head points from the top compartment of the 'RollicSDK.Core.EventProcessor' box to the 'MonoBehaviour' box, indicating inheritance.

RollicSDK.Core.EventProcessor

+ void Initialize(EventQueue
queue, INetworkManager
networkManager, RollicSDKConfig
config)