

PlayableAsset

```
classDiagram
    class PlayableAsset {
    }
    class GameOverPlayableAsset {
        - m_image
        + CreatePlayable()
    }
    GameOverPlayableAsset --|> PlayableAsset
```

The diagram illustrates a class hierarchy. At the top is the 'PlayableAsset' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'GameOverPlayableAsset' class, represented by a grey box with a black border and three compartments. The first compartment of 'GameOverPlayableAsset' contains the class name. The second compartment contains a private attribute '- m_image'. The third compartment contains a public method '+ CreatePlayable()'. A blue arrow with an open triangular head points from the 'GameOverPlayableAsset' class to the 'PlayableAsset' class, indicating that 'GameOverPlayableAsset' inherits from 'PlayableAsset'.

GameOverPlayableAsset

- m_image

+ CreatePlayable()