

PlayableAsset

```
classDiagram
    class PlayableAsset {
    }
    class StartPlayerPlayableAsset {
        - charaObj
        + CreatePlayable()
    }
    StartPlayerPlayableAsset --|> 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 'StartPlayerPlayableAsset' class, represented by a grey box with a black border and three compartments. The first compartment of 'StartPlayerPlayableAsset' contains the class name. The second compartment contains a private attribute '- charaObj'. The third compartment contains a public method '+ CreatePlayable()'. A blue arrow with a hollow triangular head points from the top of 'StartPlayerPlayableAsset' to the bottom of 'PlayableAsset', indicating that 'StartPlayerPlayableAsset' inherits from 'PlayableAsset'.

StartPlayerPlayableAsset

- charaObj

+ CreatePlayable()