

PlayableAsset

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

The diagram illustrates a class hierarchy. At the top is the 'PlayableAsset' class, represented by a white rectangle with a black border, divided into three horizontal sections. The top section contains the class name. Below it are two empty sections. At the bottom is the 'ContinuePlayableAsset' class, represented by a gray rectangle with a black border, also divided into three horizontal sections. The top section contains the class name. The middle section contains a private attribute '- m_image'. The bottom section contains a public method '+ CreatePlayable()'. A blue arrow with a hollow triangular head points from the top of the 'ContinuePlayableAsset' class to the bottom of the 'PlayableAsset' class, indicating that 'ContinuePlayableAsset' inherits from 'PlayableAsset'.

ContinuePlayableAsset

- m_image

+ CreatePlayable()