

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class StorySkillData {
        + StorySkillPrefab
        + SpellEffectPrefab
        + PayBP
        + CastTime
        + Distance
        + StorySkill_ID
        + StorySkillName
        + StorySkillDescriptionText
        - m_storySkillPrefab
        - m_spellEffect
        - m_payBP
        - m_castTime
        - m_distance
        - m_storySkill_ID
        - m_storySkillName
        - m_storySkillDescriptionText
    }
    ScriptableObject <|-- StorySkillData
```

The diagram illustrates a class hierarchy where StorySkillData inherits from ScriptableObject. ScriptableObject is the base class, and StorySkillData is the derived class. The inheritance is indicated by a blue arrow with an open triangle head pointing from StorySkillData to ScriptableObject.

StorySkillData

- + StorySkillPrefab
- + SpellEffectPrefab
- + PayBP
- + CastTime
- + Distance
- + StorySkill\_ID
- + StorySkillName
- + StorySkillDescriptionText
- m\_storySkillPrefab
- m\_spellEffect
- m\_payBP
- m\_castTime
- m\_distance
- m\_storySkill\_ID
- m\_storySkillName
- m\_storySkillDescriptionText