

ScriptableObject

```
classDiagram
    class ScriptableObject
    class ConditionData {
        +ConditionPrefab
        +ThrowConditionPrefab
        +ConditionID
        +ConditionName
        +ConditionDescriptionText
        +ConditionSprite
        -m_conditionPrefab
        -m_throwConditionPrefab
        -m_conditionID
        -m_conditionName
        -m_conditionDescriptionText
        -m_conditionSprite
    }
    ConditionData --|> ScriptableObject
```

The diagram illustrates a class hierarchy where ConditionData inherits from ScriptableObject. ScriptableObject is the base class, and ConditionData is the derived class. ConditionData contains several public attributes (prefabs, IDs, names, description text, and sprites) and private member variables (prefixed with m\_).

ConditionData

- + ConditionPrefab
- + ThrowConditionPrefab
- + ConditionID
- + ConditionName
- + ConditionDescriptionText
- + ConditionSprite
- m\_conditionPrefab
- m\_throwConditionPrefab
- m\_conditionID
- m\_conditionName
- m\_conditionDescriptionText
- m\_conditionSprite