

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 box with a black border, divided into three horizontal sections. The top section contains the class name, while the two bottom sections are empty. Below it is the 'ContinuePlayableAsset' class, represented by a gray box 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', and the bottom section contains a public method '+ CreatePlayable()'. A blue arrow with a hollow triangular head points from the top edge of the 'ContinuePlayableAsset' box to the bottom edge of the 'PlayableAsset' box, indicating that 'ContinuePlayableAsset' inherits from 'PlayableAsset'.

ContinuePlayableAsset

- m_image

+ CreatePlayable()