

ScriptableObject

```
classDiagram
    class ScriptableObject {
        <empty>
        <empty>
    }
    class InputActionButtonDataBase {
        -m_keyboardMouseList
        -m_xboxList
        -m_playStationList
        -m_switchList
        +GetSprite()
        -GetDeviceIconGroup()
    }
    ScriptableObject <|-- InputActionButtonDataBase
```

InputActionButtonDataBase

- m_keyboardMouseList
- m_xboxList
- m_playStationList
- m_switchList

- + GetSprite()
- GetDeviceIconGroup()