

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    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()