

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 and two empty internal compartments. Below it is the 'ContinuePlayableAsset' class, represented by a gray box with a black border and two compartments. The 'ContinuePlayableAsset' class contains a private attribute '- m_image' and a public method '+ CreatePlayable()'. A blue arrow with an open triangular head points from the 'ContinuePlayableAsset' class to the 'PlayableAsset' class, indicating that 'ContinuePlayableAsset' inherits from 'PlayableAsset'.

ContinuePlayableAsset

- m_image

+ CreatePlayable()