

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. At the top is the 'ScriptableObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points from the 'ConditionData' class below to the 'ScriptableObject' class, indicating inheritance.

ConditionData

- + ConditionPrefab
- + ThrowConditionPrefab
- + ConditionID
- + ConditionName
- + ConditionDescriptionText
- + ConditionSprite
- m_conditionPrefab
- m_throwConditionPrefab
- m_conditionID
- m_conditionName
- m_conditionDescriptionText
- m_conditionSprite