

IComponentData

```
classDiagram
    class IComponentData {
    }
    class RhythmSystemEntitiesECSDataNoteOptionData {
        +scrollSpeed
        +playerInputOffset
    }
    RhythmSystemEntitiesECSDataNoteOptionData --|> IComponentData
```

The diagram illustrates a class hierarchy. At the top is the 'IComponentData' interface, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'IComponentData', while the two lower compartments are empty. Below this is the 'RhythmSystemEntities.ECS.Data.NoteOptionData' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name, the middle compartment lists two public attributes: '+ scrollSpeed' and '+ playerInputOffset', and the bottom compartment is empty. A blue arrow with an open triangular head points from the top of the 'RhythmSystemEntities.ECS.Data.NoteOptionData' class to the bottom of the 'IComponentData' interface, indicating that the class inherits from or implements the interface.

RhythmSystemEntities.ECS.
Data.NoteOptionData

+ scrollSpeed

+ playerInputOffset