

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class Interaction {
        + StartInteraction()
        + EndInteraction()
    }
    ScriptableObject <|-- Interaction
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'Interaction' class, represented by a gray box with a black border and two compartments. The top compartment of 'Interaction' contains the class name, and the bottom compartment contains two public methods: '+ StartInteraction()' and '+ EndInteraction()'. A blue arrow with an open triangular head points from the 'Interaction' class up to the 'ScriptableObject' class, indicating that 'Interaction' inherits from 'ScriptableObject'.

Interaction

+ StartInteraction()  
+ EndInteraction()