

ScriptableObject

```
graph BT; IsInAttackRange --> Decision; Decision --> ScriptableObject
```

The diagram illustrates a class hierarchy with three classes arranged vertically. At the top is the 'ScriptableObject' class, represented by a white box with a light gray border. Below it is the 'Decision' class, represented by a white box with a black border. At the bottom is the 'IsInAttackRange' class, represented by a gray box with a black border. Two blue arrows point upwards, indicating inheritance: one from 'IsInAttackRange' to 'Decision', and another from 'Decision' to 'ScriptableObject'.

Decision

IsInAttackRange