

ScriptableObject



```
classDiagram
    Quest --|> ScriptableObject
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a thin black border containing the text "ScriptableObject". Below it is a gray rectangular box with a thick black border containing the text "Quest". A solid blue arrow points vertically from the top center of the "Quest" box to the bottom center of the "ScriptableObject" box, indicating that Quest inherits from ScriptableObject.

Quest