

ScriptableObject

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

The diagram illustrates a class hierarchy with three levels. At the top is the 'ScriptableObject' class, represented by a white box with a thin gray border. Below it is the 'Decision' class, represented by a white box with a black border. At the bottom is the 'SpotPlayer' class, represented by a gray box with a black border. A blue arrow points from the 'SpotPlayer' box up to the 'Decision' box, and another blue arrow points from the 'Decision' box up to the 'ScriptableObject' box, indicating that 'SpotPlayer' inherits from 'Decision' and 'Decision' inherits from 'ScriptableObject'.

Decision

SpotPlayer