

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class TowerUpgrade {
        + UpgradeCost
        + DamageIncrease
        + RangeIncrease
        + ShootingSpeedIncrease
    }
    ScriptableObject <|-- TowerUpgrade
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a white box with three empty compartments. Below it is the 'TowerUpgrade' class, represented by a grey box with three compartments. The top compartment of 'TowerUpgrade' contains its name. The middle compartment lists four attributes, each preceded by a plus sign: '+ UpgradeCost', '+ DamageIncrease', '+ RangeIncrease', and '+ ShootingSpeedIncrease'. The bottom compartment is empty. A blue arrow with a hollow triangular head points from the top of the 'TowerUpgrade' box to the bottom of the 'ScriptableObject' box, indicating that 'TowerUpgrade' inherits from 'ScriptableObject'.

TowerUpgrade

- + UpgradeCost
- + DamageIncrease
- + RangeIncrease
- + ShootingSpeedIncrease