

ScriptableObject

ITileKind< MonsterSO >

MonsterSO

```
graph BT; MonsterSO --> ScriptableObject; MonsterSO --> ITileKind["ITileKind< MonsterSO >"]
```

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'MonsterSO'. Two arrows point upwards from this box to two boxes above it. The left box is labeled 'ScriptableObject' and the right box is labeled 'ITileKind< MonsterSO >'. This indicates that 'MonsterSO' inherits from or implements both 'ScriptableObject' and 'ITileKind< MonsterSO >'.