

ScriptableObject

ITileKind< ObstacleSO >

ObstacleSO

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

The diagram illustrates a class hierarchy. At the bottom is a box labeled 'ObstacleSO'. 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< ObstacleSO >'. This indicates that 'ObstacleSO' is the base class for both 'ScriptableObject' and 'ITileKind< ObstacleSO >'.