

ScriptableObject

```
classDiagram
    class ScriptableObject
    class EquipAssetExample["Spine.Unity.Examples.EquipAssetExample"] {
        +equipType
        +sprite
        +description
        +yourStats
    }
    EquipAssetExample --|> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with a triangular head points upwards from the 'Spine.Unity.Examples.EquipAssetExample' class to the 'ScriptableObject' class, indicating inheritance.

Spine.Unity.Examples.Equip  
AssetExample

+ equipType  
+ sprite  
+ description  
+ yourStats