

ScriptableObject

```
graph BT; MinigameData --> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box with a thin gray border containing the text 'ScriptableObject'. Below it is a gray rectangular box with a thick black border containing the text 'MinigameData'. A solid blue arrow points vertically from the top center of the 'MinigameData' box to the bottom center of the 'ScriptableObject' box, indicating that 'MinigameData' inherits from 'ScriptableObject'.

MinigameData