

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class Command {
        +_name
        +_key
        +KeyDownEvent()
        +Init()
        +Init()
        +SetEvent()
        +CheckKey()
    }
    ScriptableObject <|-- Command
```

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 an open triangular head points from the 'Command' class below to the 'ScriptableObject' class, indicating inheritance.

Command

+ \_name

+ \_key

+ KeyDownEvent()

+ Init()

+ Init()

+ SetEvent()

+ CheckKey()