

ScriptableObject

```
classDiagram
    class ScriptableObject
    class BlockDataSO {
        + textureSizeX
        + textureSizeY
        + textureDataList
        + BlockDataInfoList
    }
    ScriptableObject <|-- BlockDataSO
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a white rectangle with a black border and two empty internal compartments. Below it is the 'BlockDataSO' class, represented by a gray rectangle with a black border. A blue arrow with a hollow triangular head points from the 'BlockDataSO' class up to the 'ScriptableObject' class, indicating inheritance. The 'BlockDataSO' class contains four public attributes listed in its middle compartment: '+ textureSizeX', '+ textureSizeY', '+ textureDataList', and '+ BlockDataInfoList'. The bottom compartment of 'BlockDataSO' is empty.

BlockDataSO

+ textureSizeX

+ textureSizeY

+ textureDataList

+ BlockDataInfoList