

ScriptableObject

```
classDiagram
    class ScriptableObject {
    }
    class itemNew {
        + resourceName
        + Sprite
        + MaxStack
        + getCopy()
    }
    itemNew --|> ScriptableObject
```

The diagram shows 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. At the bottom is the 'itemNew' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains three attributes: '+ resourceName', '+ Sprite', and '+ MaxStack'. The bottom compartment contains one method: '+ getCopy()'. A blue arrow with an open triangular head points from the 'itemNew' class up to the 'ScriptableObject' class, indicating that 'itemNew' inherits from 'ScriptableObject'.

itemNew

+ resourceName  
+ Sprite  
+ MaxStack

+ getCopy()