

ScriptableObject

```
classDiagram
    class ScriptableObject
    class SIntNetcodePhotonPUNSamplesSimpleFPSOnlineItemInfo {
        + itemName
    }
    SIntNetcodePhotonPUNSamplesSimpleFPSOnlineItemInfo --|> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'SInt.Netcode.PhotonPUN.Samples.SimpleFPSOnline.ItemInfo' class, represented by a grey box with a black border and two internal compartments. The top compartment of the grey box contains the class name, the middle one contains the attribute '+ itemName', and the bottom one is empty. A blue arrow with a hollow triangular head points from the top of the grey box to the bottom of the white box, indicating that 'SInt.Netcode.PhotonPUN.Samples.SimpleFPSOnline.ItemInfo' inherits from 'ScriptableObject'.

SInt.Netcode.PhotonPUN.Samples.  
SimpleFPSOnline.ItemInfo

+ itemName