MonoBehaviour BaseWindow + Input # m canvasGroup # m_doSpead # m_depthOfFieldType # m gameStopType # m_gameStopMoveType # m_hideUIType # m_globalVolume # m hideCanvasGroupList # m_input + OnInitialize() + OnShow() + OnUpdate() + OnClose() + OnDestroy() + Update< WindowType >() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() SetCanvasGroupList() SelectStageWindow

- m selectUIController

- m selectStageController
- m_changeSelectStageDescription
- m sceneTransitionManager + OnInitialize()
- + OnUpdate()
- Transion()