BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_selectUIController
- # m pocketType
- # m_slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()



CreateProvideFoodSlotList

- # CreateSlotInstance()
- GetProvideFoodList()