MonoBehaviour **ItemSlotData** + ItemTypeID + ItemID # m itemImage # m nameText # m descriptionText # m conditionImage # m_numText # m itemTypeID # m itemID # m_pocketType + SetItemSlotData() + InitializeSlotData()

- # SetItemImage()
- # SetItemName()
- # SetDescription()
- # SetItemNum()
- # SetConditionImage()



- m needIngredientObject
- + SetNeedIngredientObject()
- # SetItemNum()