MonoBehaviour CreateFoodController + PocketType + CurrentCreateNum + MinCreateNum + MaxCreateNum + IsSelectChangeFlg - m foodID - m_pocketType - m currentCreateNum - m minCreateNum - m maxCreateNum - m isSelectChangeFlg - m incrementInputActionButton - m decrementInputActionButton - m createInputActionButton + SetFoodData() + OnUpdate() + OnLateUpdate() + IsPressCreateButton() + IsIncrement() + IsDecrement() + IsCreate() Start() - SetFoodData() - Select() - Increment()

Decrement()CreateFood()