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() FoodSlotData # m_priceNumText # m createNeedIngredientSlot + SetItemSlotData() + InitializeSlotData() # CreateNeedIngredient() # SetPriceText() ProvideFoodSlotData m_providePossibleNumText - m_soldNumText m soldPriceText + Start() + SetItemSlotData() + InitializeSlotData() - Update() SetProvideFoodData() - SetProvidePossibleNumText() SetSoldNumText() SetSoldPriceText() Check() Δ SoldOutProvideFoodSlotData

m_soldOutColor

Start() SoldOut()