



WindowController

+ Input

+ CreateWindowObject

- m_createWindowType

- m_window

- m_input

- m_createWindowObject

+ CreateWindow< WindowType >()

+ UpdateSelf()

- Start()

- Update()

- UpdateStart()

- UpdateInput()

- DestroyWindow()

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()

SelectManagementWindow

+ OnUpdate()

- SelectButton()

#m_currentSelectUIData

-m_selectUIController

-m_managementStorageWindow
Controller

-m_provideFoodWindowController