MonoBehaviour

ItemSlotData

- + ItemTypeID
- + ItemID
- + PocketType
- # m_itemImage
- # m nameText
- # m descriptionText
- # m conditionImage
- # m numText
- # m itemTypeID
- # m itemID
- # m pocketType
- # m conditionBackColor
- # m conditionBackAlpha
- + SetItemSlotData()
- + InitializeSlotData()
- # SetItemImage()
- # SetItemName()
- # SetDescription()
- # SetItemNum()
- # SetConditionImage()
- # SetConditionBackColor()

PocketItemData

- + Num
- + ItemTypeID
- + ItemID
- m num
- m itemTypeID
- m itemID
- + PocketItemData()
- + CreateItemData()

-m_pocketItemData

PocketItemSlotData

- + PocketItemData
- m pocketNumText
- + SetPocketItemData()
- + InitializeSlotData()
- SetPocketNumText()