```
                    ┌─────────────────────┐
                    │   MonoBehaviour     │
                    ├─────────────────────┤
                    │                     │
                    └─────────────────────┘
```

MonoBehaviour

InputActionButton

+ InputActionReference
# m_inputActionReference
# m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m_imPossibleAlpha

+ IsInputActionTrriger()
# IsPress()
# UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

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()

-m_backInputActionButton
-m_closeInputActionButton
-m_nextInputActionButton

SelectTutorialController

+ TutorialDataList
+ CurrentTutorial
+ IsSelectChangeFlg
- m_tutorialDataList
- m_currentTutorial
- m_isSelectChangeFlg

+ OnUpdate()
+ OnLateUpdate()
+ GetCurrentTutorialData()
+ IsClose()
+ IsGoNext()
+ IsGoBack()
+ IsGoClose()
- Select()
- Next()
- Back()

-m_selectTutorialController

ChangeTutorialDescription

- m_image
- m_text
- m_pageNumText

+ OnInitialize()
+ OnUpdate()
+ IsChangeDescription()
- SetDescription()
- SetImage()
- SetText()
- SetPageText()

-m_selectTutorialController

-m_changeTutorialDescription

TutorialWindow

+ OnInitialize()
+ OnUpdate()
# IsCloseTutorial()
```