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()

-m_backInputActionButton-m_nextInputActionButton-m_startInputActionButton

SelectStageController

- + CurrentSelectStageID
- + IsSelectChangeFlg
- m_currentSelectStageID
- m_isSelectChangeFlg
- + OnUpdate()
- + OnLateUpdate()
- + GetCurrentSelectStageData()
- + IsStart()
- + IsGoNext()
- + IsGoBack()
- + IsGoStart()
- Select()
- Next()Back()

#m_selectStageController

ChangeSelectStageDescription

- # m_stageImage
- # m_stageNameTextMeshProUGUI
- # m_descriptionTextMeshProUGUI
- + OnInitialize()
- + OnUpdate()
- + IsChangeDescription()
- ChangeDescription()
- SetDescription()
- SetStageNameText()
- SetImage()
- SetDescriptionText()