MonoBehaviour

BaseCreateSlotList

- + SlotList
- # m_createSlotType
- # m_selectUIController
- # m_pocketType
- # m_slot
- # m_slotList
- + OnInitialize()+ CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()

CreateOrderFoodSlotList

- + OnInitialize()
- # CreateSlotInstance()
- GetCounterFoodDataList()