

- m_foodID + SetFoodID() # CreateSlotInstance() # SetSlotControllerData()

 ${\bf Create Need Ingredient Slot}$

FoodSlotData # m_priceNumText

#m_createNeedIngredientSlot

#m_recipeSelectUIController

+ SetItemSlotData() + InitializeSlotData() # CreateNeedIngredient() # SetPriceText()

> SelectProvideFoodSlotData m_canvasGroup

m_alpha # m_possibleColor

m_inpossibleColor #

m_colorTextList

Start()

OnUpdate() Check()

InitSlot() SetSlot()

SetColor()