BaseManager< ManagementProvide FoodManager >

+	instance
-	m_dontDestroyOnLoad

+	DeleteInstance()
#	Awake()

ManagementProvideFoodManager

+	PocketType
+	ProvideFoodDataList
+	IsListChange
-	m_pocketType
-	m_maxFoodListCount
-	m_provideFoodDataList
-	m_isListChange

+	Initialize()
+	AddProvideFoodList()
+	SoldFood()
+	RemoveProvideFood()
+	RemoveProvideFoodList()
+	GetProvideFood()
+	GetProvidePossibleNum()
+	GetRandomFoodData()
+	IsCreate()
+	IsAddList()
+	IsAddedProvideFood()
-	LateUpdate()
-	PublishSoldOutProvideFood Event()
-	PublishAddListEvent()
-	PublishChangeProvideFood Event()