

MonoBehaviour

+ SlotList

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

CreateRecipeSlotList + CheckCreate() # CreateSlotInstance()

CreateProvideFoodRecipeSlotList

Start()