MonoBehaviour BaseWindow + Input # m\_canvasGroup # m doSpead # m\_depthOfFieldType # m\_gameStopType # m\_gameStopMoveType # m\_hideUIType # m globalVolume # m\_hideCanvasGroupList # m\_input + OnInitialize() + OnShow() + OnUpdate() + OnClose() + OnDestroy() + Update< WindowType >() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() - SetCanvasGroupList() JudgeWindow # m\_selectUIController # m\_yesUI # m\_noUI # m\_judgeFlg + OnUpdate() + OnSelfUpdate() # UpdateJudge() CheckPressSelectButton()

- m\_sceneTransitionManager # UpdateJudge()

ReturnHomeWindow