MonoBehaviour ItemSlotData + ItemTypeID + ItemID # m_itemImage # m nameText # m descriptionText # m_conditionImage # m numText # m_itemTypeID # m_itemID # m_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() FoodSlotData

CreateNeedIngredient() # SetPriceText()

m_priceNumText

+ SetItemSlotData()+ InitializeSlotData()

m createNeedIngredientSlot

ProvideFoodSlotData

- m_providePossibleNumText
- m_soldNumText
- m_soldPriceText
- + Start()
- + SetItemSlotData()
- + InitializeSlotData()
- Update()
- SetProvideFoodData()
- SetProvidePossibleNumText()
- SetSoldNumText()
- SetSoldPriceText()
- Check()

SelectProvideFoodSlotData

- # m_recipeSelectUIController
- # m_canvasGroup
- # m alpha
- # m_possibleColor
- # m_inpossibleColor
- m_colorTextList
- + Start()
- + OnUpdate()
- Check()
- InitSlot()SetSlot()
- SetColor()

SoldOutProvideFoodSlotData

- m_soldOutColor
- + Start()
- SoldOut()