MonoBehaviour	
$\Delta$	

## BaseCreateSlotList

- + SlotList
- # m\_createSlotType
- # m\_selectUIController
- # m\_pocketType
- # m\_slot
  - # m\_slotList
  - + OnInitialize()+ CreateSlot()
  - + DestroyItemSlotData()
  - + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()



## CreateProvideFoodSlotList

- # CreateSlotInstance()
- Start()
- GetProvideFoodList()