MonoBehaviour BaseWindow # m_canvasGroup # m_doSpead # m_depthOfFieldType # m_gameStopType # m_gameStopMoveType # m_hideUIType # m_globalVolume # m_hideCanvasGroupList + OnInitialize() + OnUpdate() + OnDestroy() + Update< WindowType >() # OnDOScale() # OnDOAlpha() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() # CreateWindow< T >() - SetCanvasGroupList() SceneTransitionManager m_sceneName SceneChange() SceneChange() Method() ConfirmationWindow -m_sceneTransitionManager + OnUpdate() # UpdateConfirmation() TrialSessionWindow

UpdateConfirmation()

+ Input

m input

+ OnShow()

+ OnClose()

Transion()