```
┌─────────────────────┐
│   MonoBehaviour     │
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```

WindowController

+ Input
+ CreateWindowObject
- m_createWindowType
- m_window
- m_input
- m_createWindowObject

+ CreateWindow< WindowType >()
- Start()
- Update()
- UpdateStart()
- UpdateInput()
- DestroyWindow()

-m_createWindow
-m_windowController

ProximityCreateWindow

+   IsCreate
-   m_tag
-   m_isCreate

+   CreateWindow()
-   Start()
-   OnTriggerEnter()
-   OnTriggerExit()