

BaseManager< ManagementProvideFoodManager >	
+	instance
-	m_dontDestroyOnLoad
+	DeleteInstance()
#	Awake()



ManagementProvideFoodManager	
+	PocketType
+	ProvideFoodDataList
+	IsListChange
-	m_pocketType
-	m_maxFoodListCount
-	m_provideFoodDataList
-	m_isListChange
+	Initialize()
+	AddProvideFoodList()
+	SoldFood()
+	RemoveProvideFoodList()
+	IsAddList()
+	IsAddedProvideFood()
+	GetRandomFoodData()
+	IsCreate()
-	LateUpdate()