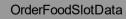
	MonoBehaviour
	<u> </u>
	ItemSlotData
+	ItemTypeID
+	ItemID
#	m_itemImage
#	m_nameText
#	m_descriptionText
#	m_conditionImage
#	m_numText
#	m_itemTypeID
#	m_itemID
#	m_pocketType
+	SetItemSlotData()
+	InitializeSlotData()
#	SetItemImage()
#	SetItemName()
#	SetDescription()
#	SetItemNum()
#	SetConditionImage()
	Λ



- TargetOrderFoodData
- m_targetOrderFoodData
- Update() CheckTarget()