## MonoBehaviour

## 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()



## ProvideFoodSlotData

- m\_provideNumText
- + SetItemSlotData()
- + InitializeSlotData()
- # Check()
  - Update()
  - SetProvideNumText()