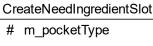
	MonoBehaviour
	$\frac{1}{1}$
	BaseCreateSlotList
+	SlotList
#	m_createSlotType
#	m_selectUIController
#	m_slot
#	m_slotList
-	m_lineBreak
+	OnInitialize()
+	CreateSlot()
+	DestroyItemSlotData()
+	RemoveItemSlotData()
#	RemoveNullSlotList()
#	SetLineBreak()
#	AddSelectUIControler()
#	DestroySlotList()
#	CreateSlotInstance()
	٨



m_foodID

+ SetFoodID()
CreateSlotInstance()

CreateCreateFoodNeedIngredient SlotList

- m_createFoodController

CreateSlotInstance()