MonoBehaviour BaseCreateSlotList + SlotList # m_createSlotType # m selectUIController # m_slot # m_slotList - m lineBreak + OnInitialize() + CreateSlot() + DestroyItemSlotData() + RemoveItemSlotData() # RemoveNullSlotList() # SetLineBreak() # AddSelectUIControler() # DestroySlotList() # CreateSlotInstance()

CreateNeedIngredientSlot # m_pocketType

m_foodID

+ SetFoodID()

CreateSlotInstance()

CreateCreateFoodNeedIngredient SlotList

m_createFoodController

CreateSlotInstance()

ProvideFoodCreateNeedIngredient SlotList
- Start()