## MonoBehaviour

## BaseWindow

- + Input
- # m\_canvasGroup
- # m\_doSpead
- # m\_depthOfFieldType
- # m\_gameStopType
- # m\_gameStopMoveType
- # m\_hideUIType
- # m\_globalVolume
- # m\_hideCanvasGroupList
- # m\_input
- + OnInitialize()
- + OnShow()
- + OnUpdate()
- + OnClose()
- + OnDestroy()
- + Update< WindowType >()
- # OnDOScale()
- # OnDOAlpha()
- # SetGlobalVolume()
- # SetDepthOfField()
- # SetTimeScale()
- # HideOtherUI()
- # ShowOtherUI()
- # CreateWindow< T >()
- SetCanvasGroupList()

## JudgeWindow

- # m\_selectUIController
- # m\_yesUI
- # m\_noUI
- # m\_judgeFlg
- + OnUpdate()
- + OnSelfUpdate()
- # UpdateJudge()
- CheckPressSelectButton()

GameOverWindow

# UpdateJudge()

NoTimeWindow

- m\_sceneTransitionManager
- # UpdateJudge()

ReturnHomeWindow

- m\_sceneTransitionManager

# UpdateJudge()