```
                        ┌─────────────────────┐
                        │    MonoBehaviour     │
                        ├─────────────────────┤
                        │                     │
                        ├─────────────────────┤
                        │                     │
                        └─────────────────────┘
                              △         △
```

InputActionButton

m_inputActionReference
m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m_imPossibleAlpha

+ IsInputActionTrriger()
# IsPress()
- Start()
- Update()
- UpdateButtonImage()
- UpdateHoldGage()
- PlaySE()
- SetColor()

-m_backInputActionButton
-m_closeInputActionButton
-m_nextInputActionButton

SelectTutorialController

+ TutorialDataList
+ CurrentTutorial
+ IsSelectChangeFlg
- m_tutorialDataList
- m_currentTutorial
- m_isSelectChangeFlg

+ OnUpdate()
+ OnLateUpdate()
+ GetCurrentTutorialData()
+ IsClose()
+ IsGoNext()
+ IsGoBack()
+ IsGoClose()
- Select()
- Next()
- Back()

-m_selectTutorialController

TutorialInputActiomButton

- m_tutorialButtonType

IsPress()