ScriptableObject BaseltemData + ItemTypeID + ItemID + ItemName + MaxNum + ItemDescriptionText + ItemLevel + ItemSprite + ItemPrefab # m itemTypeID # m itemID # m itemName # m itemDescriptionText # m_itemLevel # m_itemSprite # m itemPrefab

+ SetData()

m maxNum



+ Healingvalue + IsEat

+ ConditionID

m_healingValue
m_conditionID