## MonoBehaviour

## InputActionButton

- + InputActionReference
- # m\_inputActionReference
- # m\_buttonImage
- m\_holdType
- m\_gaugeImage
- m\_pressSE
- m\_canvasGroup
- m\_imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

-m\_backInputActionButton -m\_nextInputActionButton -m\_startInputActionButton

## SelectStageController

- + CurrentSelectStageID
- + IsSelectChangeFlg
- m\_currentSelectStageIDm\_isSelectChangeFlg
- + OnUpdate()
- + OnLateUpdate()
- + GetCurrentSelectStageData()
- + IsStart()
- + IsGoNext() + IsGoBack()
- + IsGoStart()
- Select()
- Next()
- Back()

-m\_selectStageController

## SelectStageInputActionButton

- m\_selectStageButtonType

# IsPress()