## MonoBehaviour ItemSlotData + ItemTypeID + ItemID # m\_itemImage # m\_nameText # m\_descriptionText # m\_conditionImage # m\_numText # m\_itemTypeID # m\_itemID # m\_pocketType + SetItemSlotData() + InitializeSlotData() # SetItemImage() # SetItemName() # SetDescription() # SetItemNum() # SetConditionImage() FoodSlotData # m\_priceNumText # m\_createNeedIngredientSlot + SetItemSlotData() + InitializeSlotData() # CreateNeedIngredient() # SetPriceText()

## ManagementProvideFoodSlotData

- m\_soldOutColor
- + Start()
- SoldOut()

## ProvideFoodSlotData

- + Start()
- Update()
- Check()

## SelectProvideFoodSlotData

- # m\_recipeSelectUIController
- # m\_canvasGroup
- # m\_alpha
- # m\_possibleColor
- # m\_inpossibleColor
- m\_colorTextList
- + Start()
- + OnUpdate()
- Check()
- InitSlot()
- SetSlot()
- SetColor()