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()
- # OnDOScale()
- # OnDOAlpha()
- # SetGlobalVolume()
- # SetDepthOfField()
- # SetTimeScale()
- # HideOtherUI()
- # ShowOtherUI()
- # CreateWindow< T >()
- # Transion()
- SetCanvasGroupList()

JudgeWindow

- # m_selectUIController
- # m_yesUI
- # m_noUI
- # m_judgeFlg
- + OnUpdate()
- + OnSelfUpdate()
- # UpdateJudge()
- CheckPressSelectButton()

GameOverWindow

UpdateJudge()

NoTimeWindow

- m_sceneTransitionManager
- # UpdateJudge()

ReturnHomeWindow

- m_sceneTransitionManager
- # UpdateJudge()