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│ MonoBehaviour           │
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MonoBehaviour

BaseManagementEvent
- + Probability
- + IsEventEnd
- - m_probability
- - m_isEventEnd
- + OnStart()
- + OnUpdate()
- + OnExit()
- # SetEventEnd()

BaseManager< ManagementEvent Manager >
- + instance
- - m_dontDestroyOnLoad
- + DeleteInstance()
- # Awake()

-m_currentManagementEvent

ManagementEventManager
- - m_eventList
- - m_probabilityEventList
- + AddProbabilityEventList()
- - Update()
- - OnProbabilityEventListUpdate()
- - OnUpdate()
- - LotteryToCreateEvent()