MonoBehaviour	
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BaseCreateSlotLis	

## E t

- + SlotList
- # m createSlotType
- # m selectUIController
- # m pocketType # m slot
- # m slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIController()
- # DestroySlotList()
- # CreateSlotInstance()



## CreateProvideFoodSlotList

- CreateSlot()
- CreateSlotInstance()
- GetProvideFoodList()