MonoBehaviour
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BaseCreateSlotList
+ SlotList
# m_createSlotType
# m_selectUIController
# m_pocketType
# m_slot
# m_slotList
+ OnInitialize()
+ CreateSlot()
+ DestroyItemSlotData()
+ RemoveItemSlotData()
# RemoveNullSlotList()
# SetSlotControllerData()
# AddSelectUIControler()
# DestroySlotList()
# CreateSlotInstance()
<u> </u>
CreateNeedIngredientSlot
- m_foodID
+ SetFoodID()
# CreateSlotInstance()

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- # SetSlotControllerData()



Start()