## MonoBehaviour InputActionButton # m inputActionReference # m buttonImage - m\_holdType - m gaugelmage - m pressSE - m canvasGroup - m imPossibleAlpha + IsInputActionTrriger() # IsPress() - Start() - Update() - UpdateButtonImage() - UpdateHoldGage() - PlaySE() - SetColor() TutorialInputActiomButton StartManagementInputAction **Button** - m selectTutorialController - m tutorialButtonType IsPress() # # IsPress()