MonoBehaviour A ItemSlotData

+ ItemTypeID

+ ItemID+ PocketType

m itemImage

m_nameText

m_descriptionText
m_conditionImage

m_numText # m_itemTypeID

m_itemID

m_pocketType
m conditionBackColor

m_conditionBackColor # m_conditionBackAlpha

+ SetItemSlotData()
+ InitializeSlotData()

SetItemImage()
SetItemName()

Settleminame()
SetDescription()

SetItemNum()
SetConditionImage()

SetConditionBackColor()