```
                    ┌─────────────────────┐
                    │   MonoBehaviour     │
                    ├─────────────────────┤
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                    └─────────────────────┘
```

AppearanceItemName

- # m_doSpead
- - m_textMeshPro

- + OnShow()
- + OnHide()
- - Start()
- - Update()
- - Fade()

AppearanceItemOutline

- - m_addMat

- + OnShow()
- + OnHide()
- + OnDestroy()
- - Start()
- - AddMaterial()
- - OnMaterialLoaded()

-m_appearName   -m_getItemObject   -m_appearOutline

GetItemObject

- + IsGet
- # m_doSpead
- - m_isGet

- + GetItem()
- - Start()
- - OnTriggerEnter()
- - OnTriggerExit()
- - Update()
- - SwitchItemName()
- - SwitchOutline()
- - Get()
- - DebugGet()