MonoBehaviour InputActionButton + InputActionReference # m_inputActionReference # m_buttonImage - m_holdType - m_gaugelmage - m pressSE - m canvasGroup - m imPossibleAlpha + IsInputActionTrriger() # IsPress() # UpdateButtonImage() - Start() - Update() - UpdateHoldGage() - PlaySE() SetColor() -m_backInputActionButton -m_nextInputActionButton

-m_startInputActionButton

SelectStageController + CurrentSelectStageID + IsSelectChangeFlg - m_currentSelectStageID - m_isSelectChangeFlg + OnUpdate() + OnLateUpdate() + GetCurrentSelectStageData() + IsStart() + IsGoNext() + IsGoBack()

+ IsGoStart()
- Select()
- Next()
- Back()