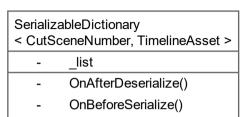
BaseManager< CutSceneManager >	
+	instance
-	m_dontDestroyOnLoad
+	DeleteInstance()
#	Awake()



-m_dictionaryTimeline

CutSceneManagerm_playableDirector+ PlayCutScene()

+ IsCutScenePlay()