MonoBehaviour BaseWindow + Input # m canvasGroup # m doSpead # m depthOfFieldType # m gameStopType # m_gameStopMoveType # m_hideUIType # m closeInputActionButton # m_globalVolume # m hideCanvasGroupList # m input + OnInitialize() + OnShow() + OnUpdate() + OnClose() + OnDestroy() + CreateToUpdateWindow < WindowType >() # OnDOScale() # OnDOAlpha() # IsClose() # SetGlobalVolume() # SetDepthOfField() # SetTimeScale() # HideOtherUI() # ShowOtherUI() SetCanvasGroupList() SelectStageWindow m selectStageController m changeSelectStageDescription m_sceneTransitionManager

+ OnInitialize()+ OnUpdate()- Transion()