

MonoBehaviour

+ SlotList

- # m_createSlotType
- # m_pocketType
- # m slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList()
- # SetSlotControllerData()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

CreateRecipeSlotList

- + CheckCreate()
- # CreateSlotInstance()

CreateProvideFoodRecipeSlotList

Start()