MonoBehaviour

ItemSlotData

- + ItemTypeID
- + ItemID
- + PocketType
- # m_itemImage
- # m_nameText
- # m_descriptionText
- # m_conditionImage
- # m numText
- # m_itemTypeID
- # m_itemID
- # m_pocketType
- # m_conditionBackColor
- # m_conditionBackAlpha
- + SetItemSlotData()
- + InitializeSlotData()
- # SetItemImage()
- # SetItemName()
- # SetDescription()
- # SetItemNum()
- # SetConditionImage()
- # SetConditionBackColor()

NeedIngredientSlotData

SetComparisonNumText()

m_comparisonNumText
+ SetNeedIngredientData()

+ InitializeSlotData()

InputActionButton

- + InputActionReference
- # m_inputActionReference
- # m_buttonImage
- m_holdType
- m_gaugeImage
- m_pressSE
- m_canvasGroup
- m_imPossibleAlpha
- + IsInputActionTrriger()
- # IsPress()
- # UpdateButtonImage()
- Start()
- Update()
- UpdateHoldGage()
- PlaySE()
- SetColor()

-m_createInputActionButton -m_decrementInputActionButton -m_incrementInputActionButton

CreateFoodController

- + PocketType
- + CurrentCreateNum
- + MinCreateNum
- + MaxCreateNum
- + IsSelectChangeFlg
- m_foodID
- m_pocketType
- m_currentCreateNum
- m_minCreateNum
- m_maxCreateNum
- m_isSelectChangeFlg
- + SetFoodData()
- + OnUpdate()
- + OnLateUpdate()
- + IsPressCreateButton()
- + IsIncrement()
- + IsDecrement()
- + IsCreate()
- Start()
- SetFoodData()
- Select()
- Increment()
- Decrement()
- CreateFood()

-m_createFoodController

CreateFoodNeedIngredient SlotData

- + SetController()
- # SetComparisonNumText()