BaseManager< ManagementProvide FoodManager >		
Г	+	instance
	-	m_dontDestroyOnLoad
Г	+	DeleteInstance()
	#	Awake()
	Mar	nagementProvideFoodManager
	+	PocketType
	+	ProvideFoodDataList
	+	IsListChange
	-	m_pocketType
	-	m_maxFoodListCount
	-	m_provideFoodDataList
	-	m_isListChange
	+	Initialize()
	+	AddProvideFoodList()
	+	SoldFood()
	+	RemoveProvideFoodList()
	+	IsAddList()
	+	IsAddedProvideFood()
	+	GetRandomFoodData()
	+	IsCreate()

LateUpdate()