## MonoBehaviour

## InputActionButton

- + InputActionReference
- # m\_inputActionReference
- # m\_buttonImage
- m\_holdType
- m\_gaugeImage
- m\_pressSEm 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()