```
                        ┌─────────────────────┐
                        │    MonoBehaviour    │
                        ├─────────────────────┤
                        │                     │
                        ├─────────────────────┤
                        │                     │
                        └─────────────────────┘
                            △            △
```

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

**CreateFoodControllerInput
ActionButton**

- m_createFoodControllerButtonType

IsPress()