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() FoodSlotData # m_priceNumText # m_createNeedIngredientSlot + SetItemSlotData() + InitializeSlotData() # CreateNeedIngredient() # SetPriceText() SelectProvideFoodSlotData # m_recipeSelectUIController # m_canvasGroup # m_alpha # m_possibleColor # m_inpossibleColor - m_colorTextList + Start() + OnUpdate() - Check() InitSlot() SetSlot() SetColor()