MonoBehaviour

InputActionButton

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

-m_backInputActionButton -m_closeInputActionButton -m_nextInputActionButton

SelectTutorialController

- + TutorialDataList+ CurrentTutorial
- + IsSelectChangeFlg
- m tutorialDataList
- m_currentTutorial
- m_isSelectChangeFlg+ OnUpdate()
- + OnLateUpdate()
- + GetCurrentTutorialData()
- + IsClose()
- + IsGoNext() + IsGoBack()
- + IsGoClose()
- Select()
- Next()
- Back()
 - -m selectTutorialController

TutorialInputActiomButton

- m_tutorialButtonType
- # IsPress()