

MonoBehaviour

+ SlotList

- # m pocketType
- # m_slot
- # m_slotList
- + OnInitialize()
- + CreateSlot()
- + DestroyItemSlotData()
- + RemoveItemSlotData()
- # RemoveNullSlotList() # SetSlotControllerData()
- # AddSelectUIControler()
- # DestroySlotList()
- # CreateSlotInstance()

CreateNeedIngredientSlot - m_foodID

- + SetFoodID()
- # CreateSlotInstance()
- # SetSlotControllerData()

ProvideFoodCreateNeedIngredient SlotList

Start()