## MonoBehaviour

## MoveSceneController

- + SelectContents()
- + SelectGameMode()
- + ReturnLauncherPage()
- + LoadContents()

+moveSceneController

## JapanProject.SettingManager

- + loadingPanel
- + loadingText
- + playButton
- + userNameText
- + loginButton
- + contentsName
- + CheckAgencyData()
- + CreateUser()
- + QuitButton()