

	GraphicColor
+	DefaultColor
+	SelectedColor
+	UpdateColor()
#	OnSelected()
#	OnDeselected()

Lean.Common.LeanSelectable

+ DefaultColor
+ SelectedColor
+ UpdateColor()
OnSelected()
OnDeselected()
Start()

Lean.Common.LeanSelectable
SpriteRendererColor

+ DefaultColor

+ SelectedColor

+ UpdateColor()

OnSelected()

OnDeselected()