MonoBehaviour A NotebookScript - characterPanel - RoomPanel

WeaponPanelroundManagercharacterButtonsroomButtonsweaponButtons

+ initializeNotebook()
+ RefreshNotebook()
+ RefreshCharacters()
+ RefreshRooms()
+ RefreshWeapons()
~ ToggleButton()
- OnEnable()
- Awake()

CreateCharacterButtons()CreateRoomButtons()CreateWeaponButtons()