```
┌─────────────────────┐
│ MonoBehaviour       │
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```

UpgradeButtonView
- + increase_txt
- + cost_txt
- + cost_img
- + button
- + Init()
- + SetInteractable()
- + UpdateView()

+upgradeButtonView

QuestItemView
- + quest_img
- + title_txt
- + quest_slider
- + time_txt
- + reward_txt
- + level_txt
- - title
- + Init()
- + ProgressUpdate()
- + UpdateLevel()