MonoBehaviour **UpgradeButtonView** + increase txt + cost txt + cost img + button + Init() + SetInteractable() + UpdateView() SkinUpgradeButtonView Init() UpdateView()

+upgradeButtonView

SkinItemView

- + skinImage
- + title_txt
- + totalIncrease txt
- + equipStatus_tgl
- + equipSprite
- + unEquipSprite
- + equipStatus txt
- + line_img
- + equipSkinSubject
- + Init()
- + OnChangedToggle()