MonoBehaviour CompleteButtonView + button + Init() + SetInteractable() +completeButtonView MissionItemView + reward_img + reward txt + progress_txt + title_txt + disableButton + clear_img + Init() + UpdateView() + SetState() + UpdateProgress() + SetTitle() + GetMissionTargetString() +currentMissionItemView

MissionPanelView

- + content_tr
- + missionItem
- + CreateDisableMissionList()
- + RefreshDisableMissionList()