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

WeaponItemView

- + dim_img
- + weapon_img
- + title txt
- + level_txt
- + totalAtack txt
- + selectFrame
- maxLevel
- title
- + Init()
- + UpdateLevel()
- + GetLevelString()
- UpdateTotalAttackText()
- UpdateLevelText()
- UpdateEquipedState()
- UpdateState()
- SetWeaponImage()
- SetName()