## FlexibleField< CustomerData Variable > FlexibleCustomerDataVariable + FlexibleCustomerDataVariable() StateBehaviour + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + FlexibleCustomerDataVariable() + operator CustomerDataVariable() + operator FlexibleCustomer DataVariable() #m flexibleCustomerDataVariable BaseCustomerStateBehaviour GetCustomerData() # SetTransition() # GetRootGameObject() StateRecursionWithProbability m successLink - m\_probability + OnStateBegin() IsSuccess()

RecursionwithProbability()